



"Something Big"

1025-170

Final Board



Date 01/23/13

- ☒ Board Team Final
- ☒ Network Approval Board
- ☒ Record Board
- ☒ Animatic Scan Board
- ☒ Conformed Board
- ☒ Design Board 01/23/13
- ☒ Final Board

Adventure Time Created by
Pendleton Ward

Supervising Director
Andres Salaff

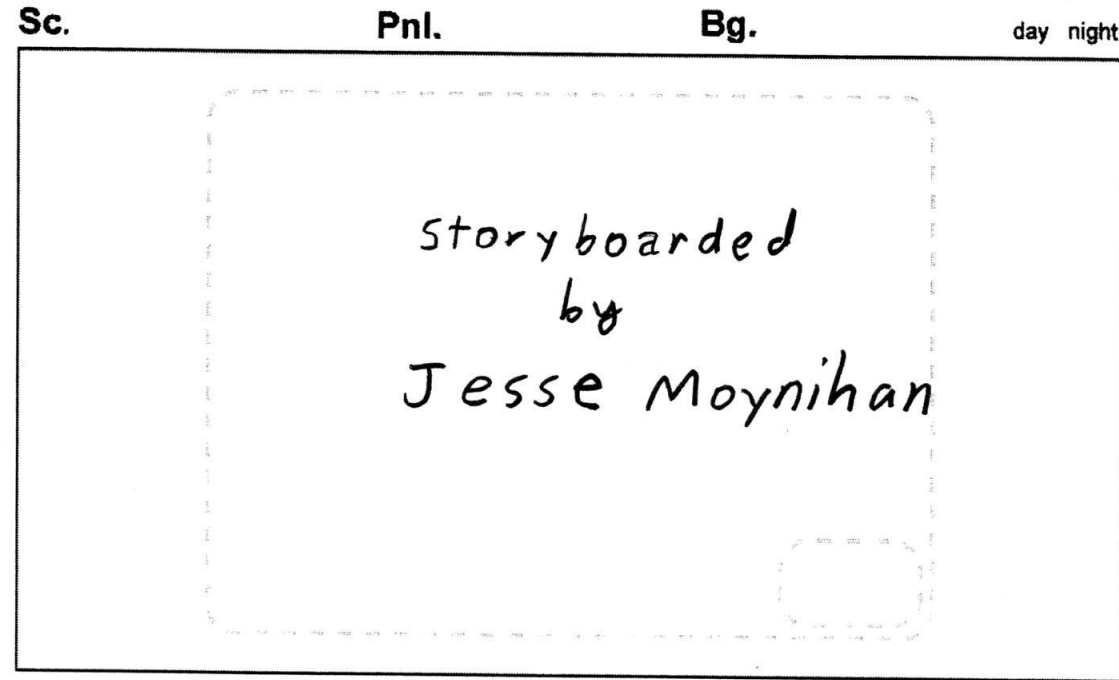
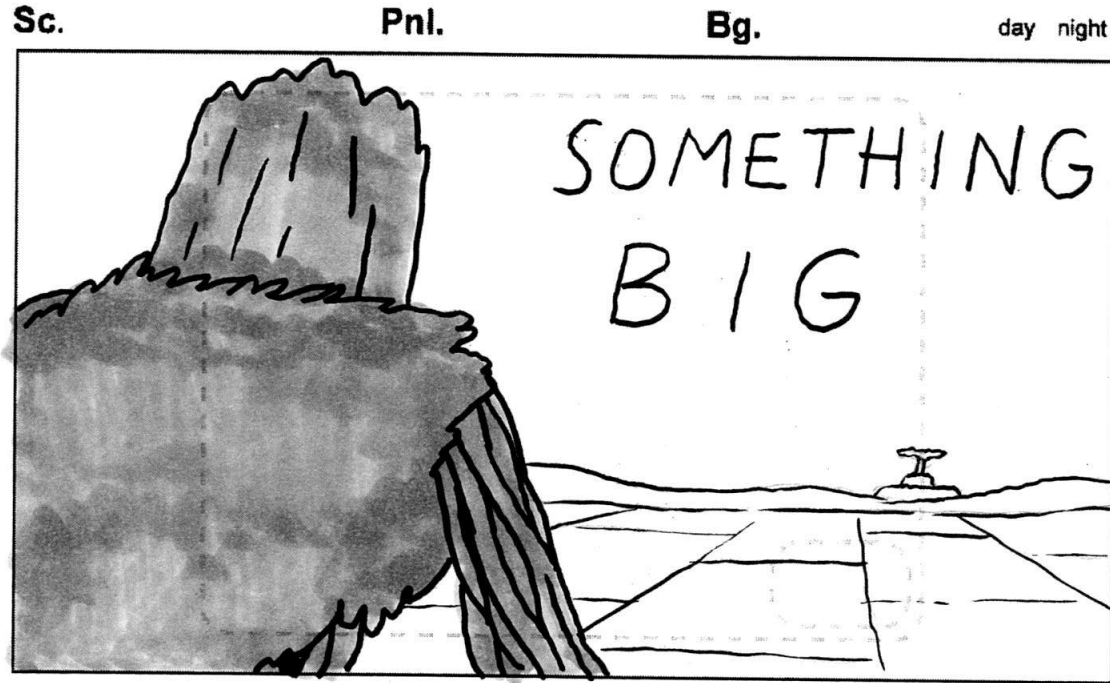
Storyboard by
Jesse Moynihan

JAN 31 2014

ADVENTURE TIME



Page 1
day night



Dialog:
Action:
Timing:

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Production :

1025/170

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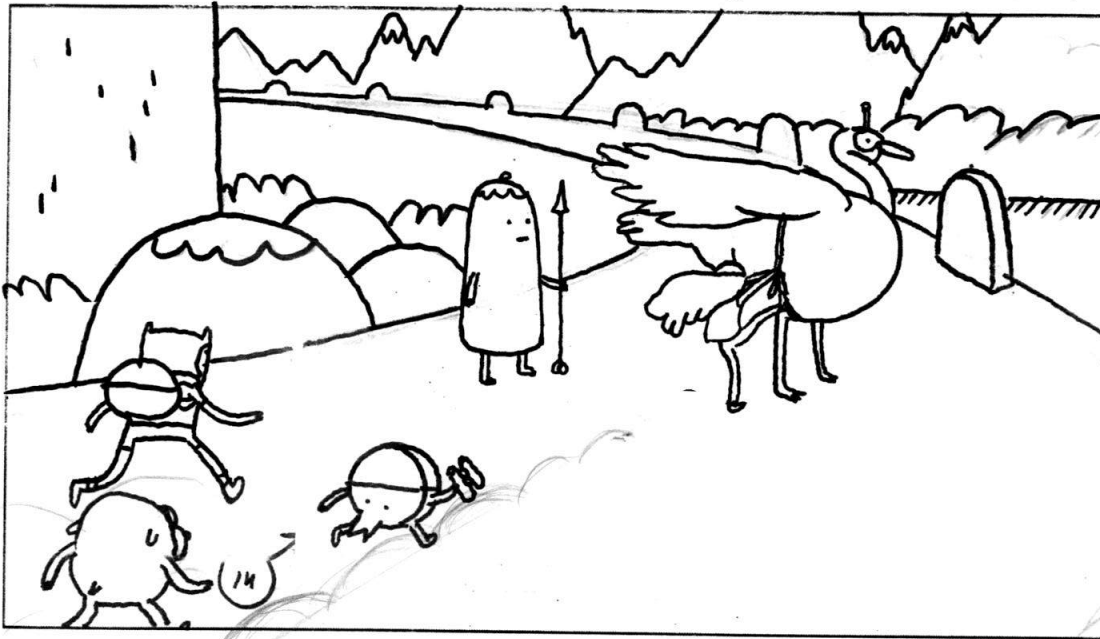
1025/170

Start

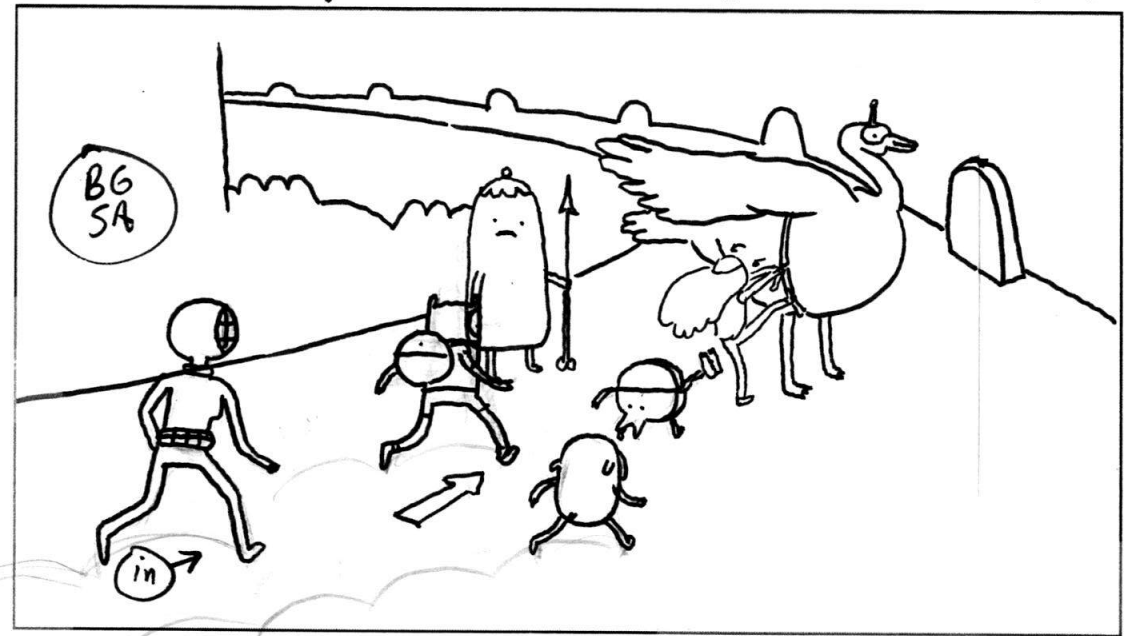
ADVENTURE TIME



Sc. 01 Pnl. A Bg. day night



Sc. 01 CONT Pnl. B Bg. day night



Dialog: Peppermint Butler / Princess he did it! →

Action: - Finn, Jake + Pep Butler run on screen

Godface Princess runs in

- PB TIGHTEN SADDLE ON SWAN.

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Timing:



the cut

1025-170

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Production :

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Hu
Cut

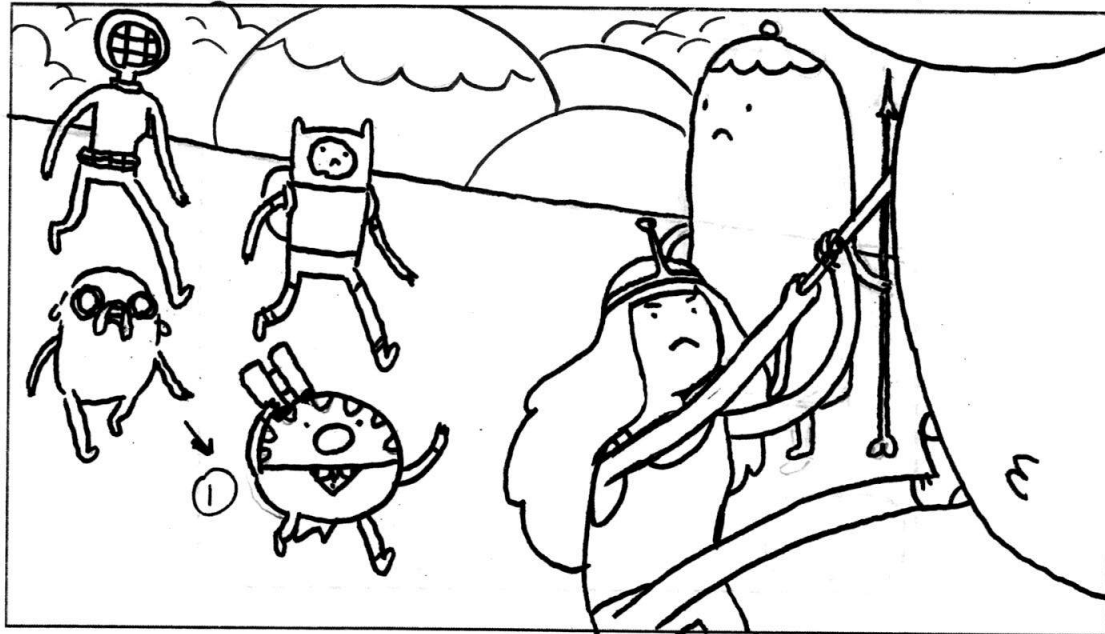
ADVENTURE TIME



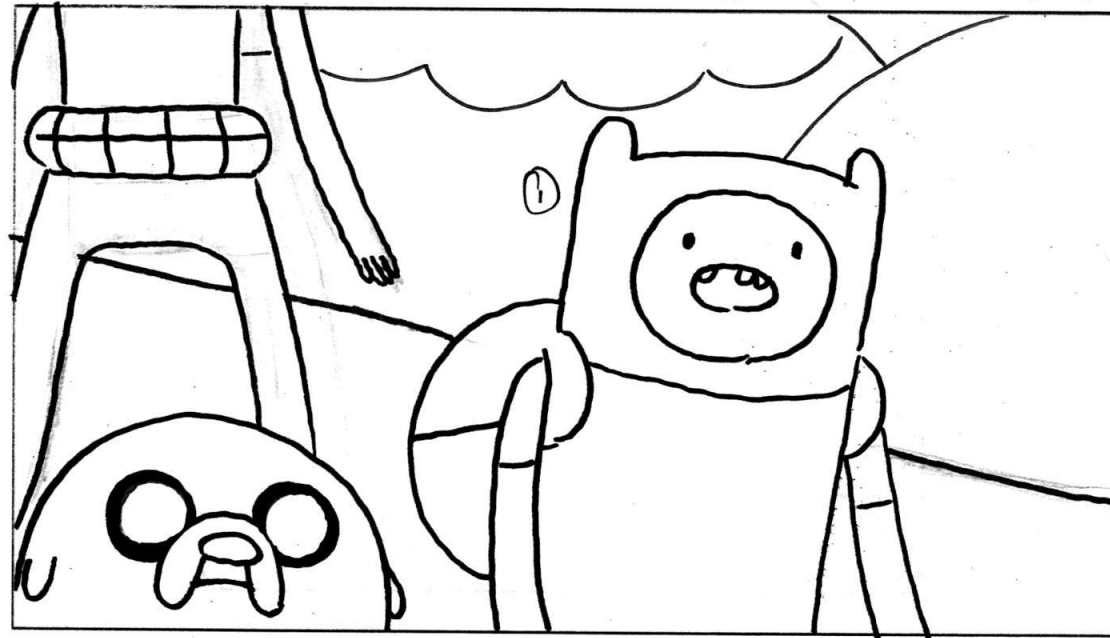
Hu
Cut

Page 03

Sc. 02 Pnl. A Bg. day night



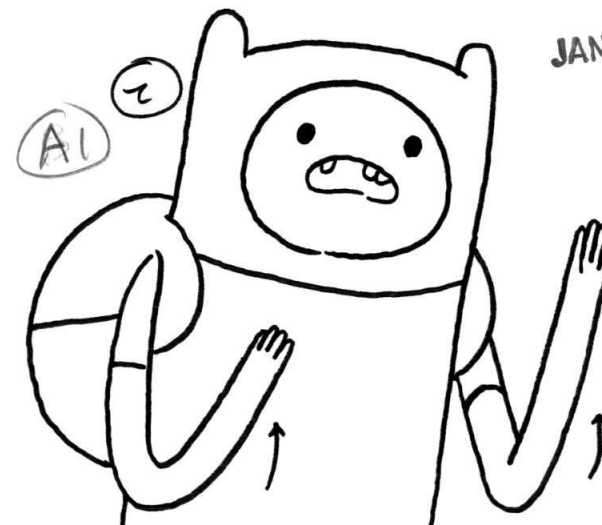
Sc. 03 Pnl. A Bg. day night



Dialog: Pepp But / ① Rootber Guy ② set up the force field! Finn / ① But he sacrificed himself to do it!

Action:

Timing:



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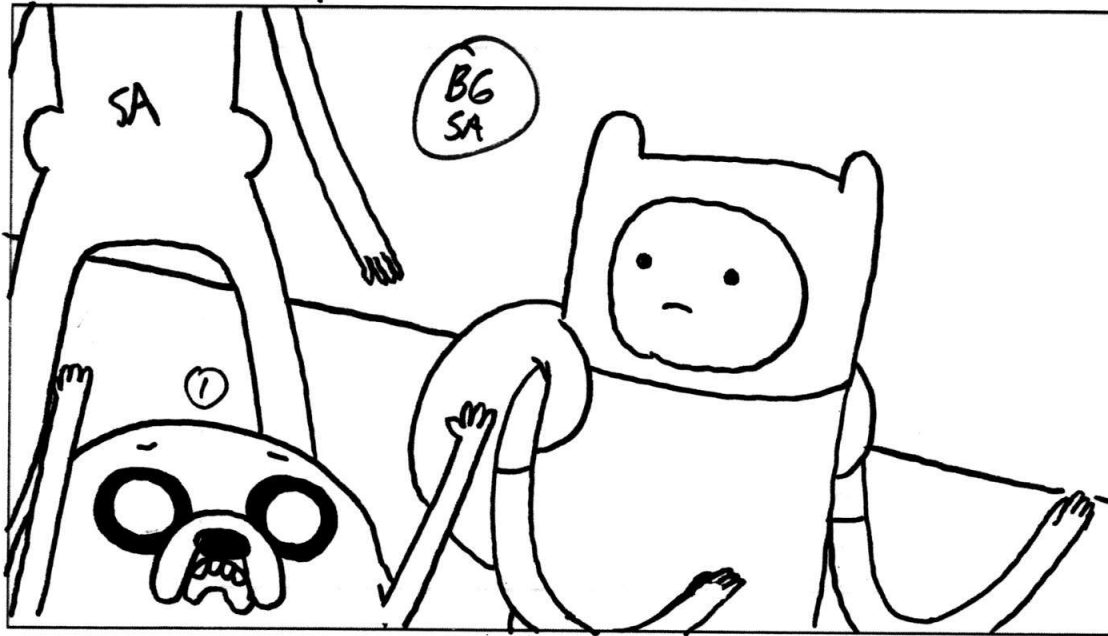
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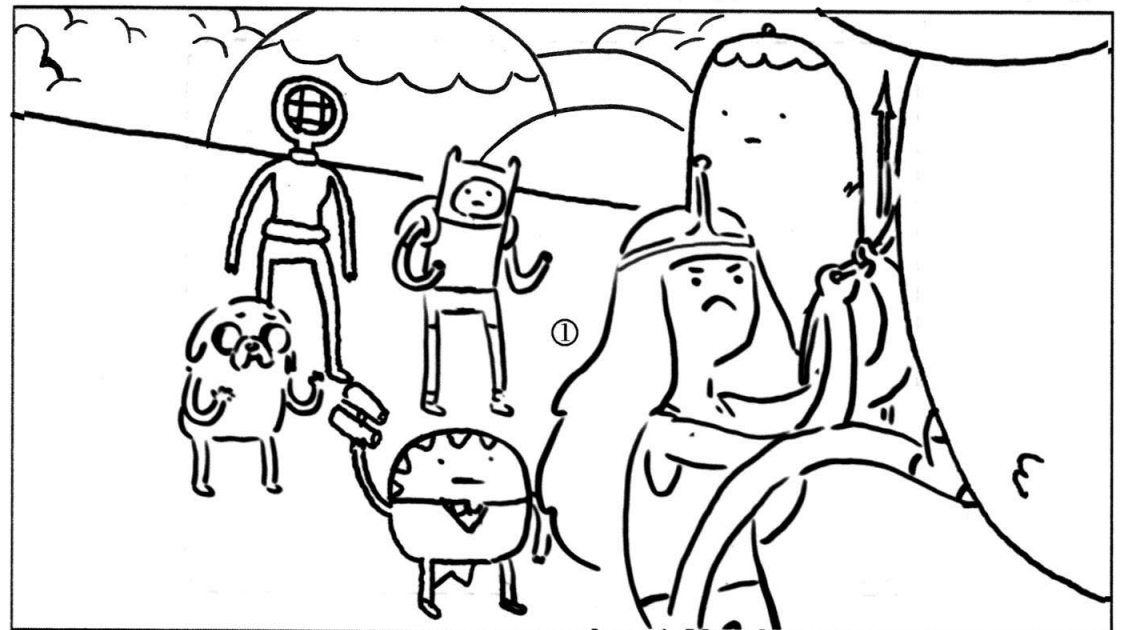


Page 04

Sc. 03 CONT Pnl. B Bg. day night



Sc. 04 Pnl. A Bg. day night



Dialog: Jake/1 It's an ugly scene 2 man!

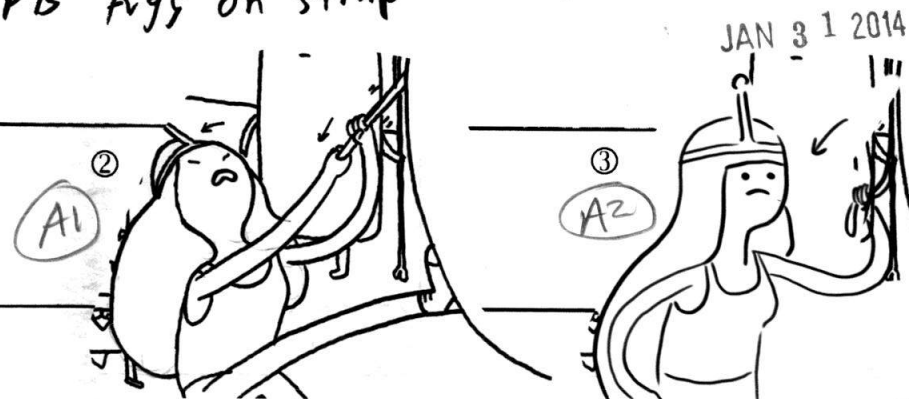
PB1: hrmph=

Action:



PB fogs on strap

Timing:



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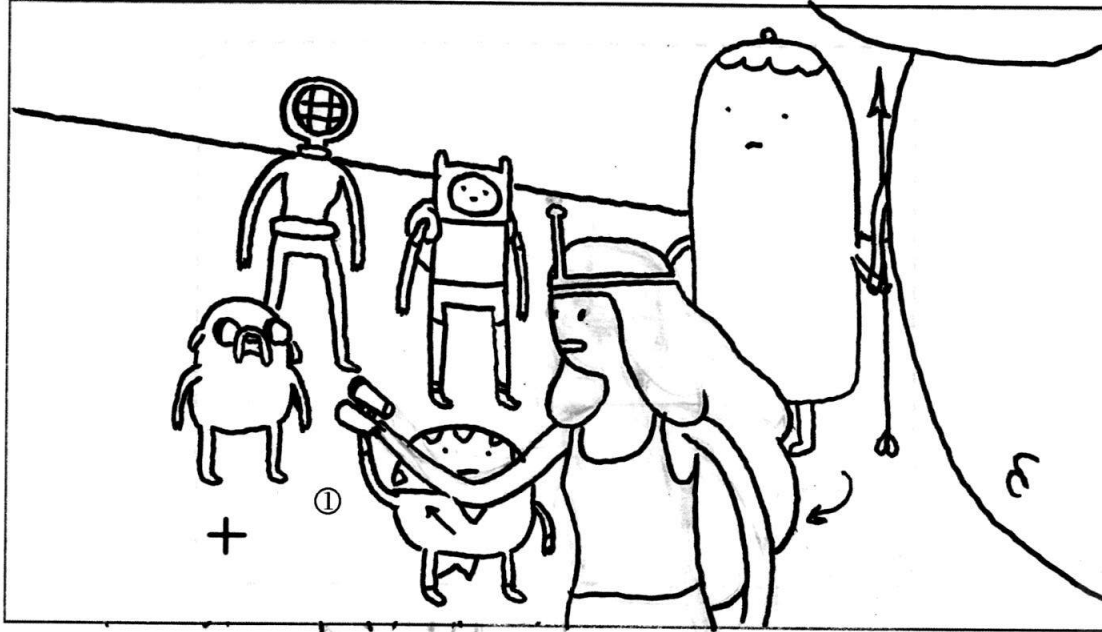
1025/170

ADVENTURE TIME

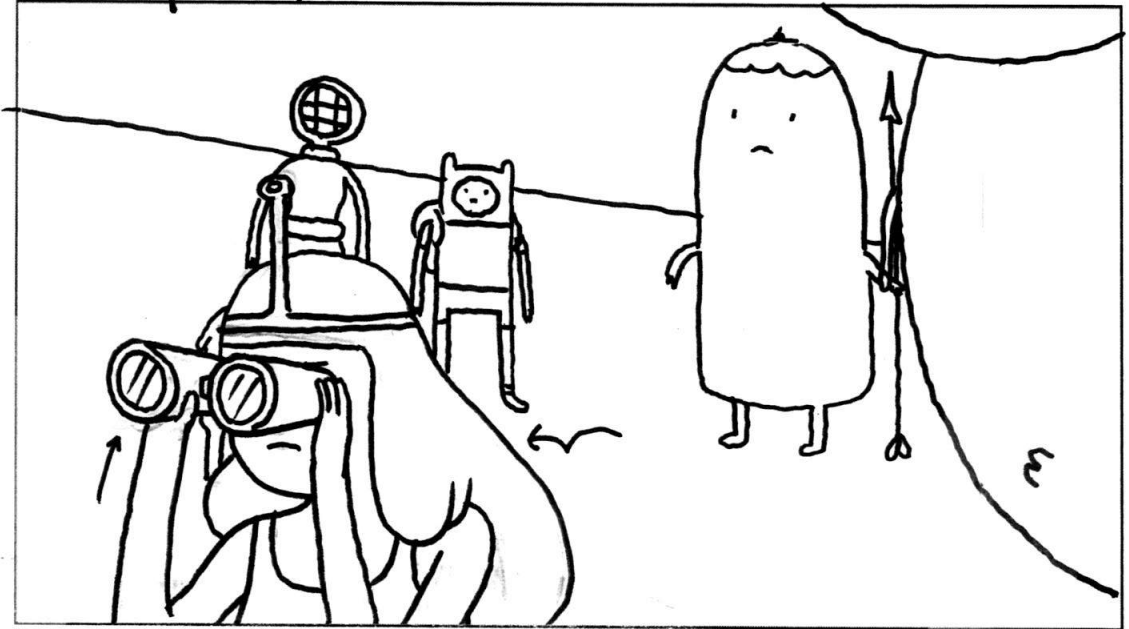


Page 5

Sc. 04 CONT Pnl. B Bg. day night



Sc. 04 CONT Pnl. C Bg. day night



Dialog: PB/ Let me see

Action: - PB trin and take binoculars - PB step forward AND looks into binoculars

Timing:



cut

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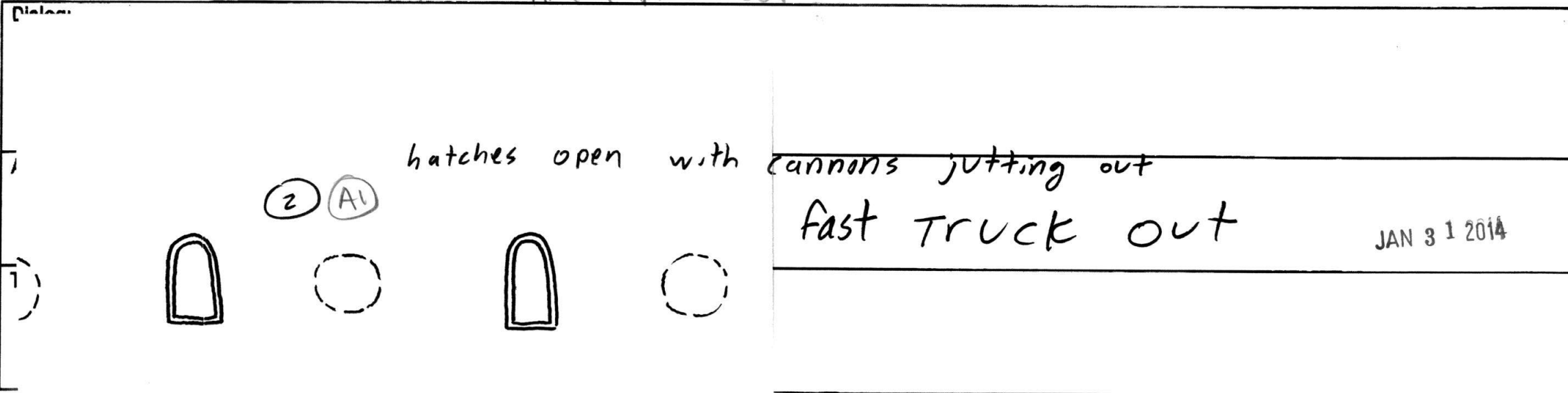
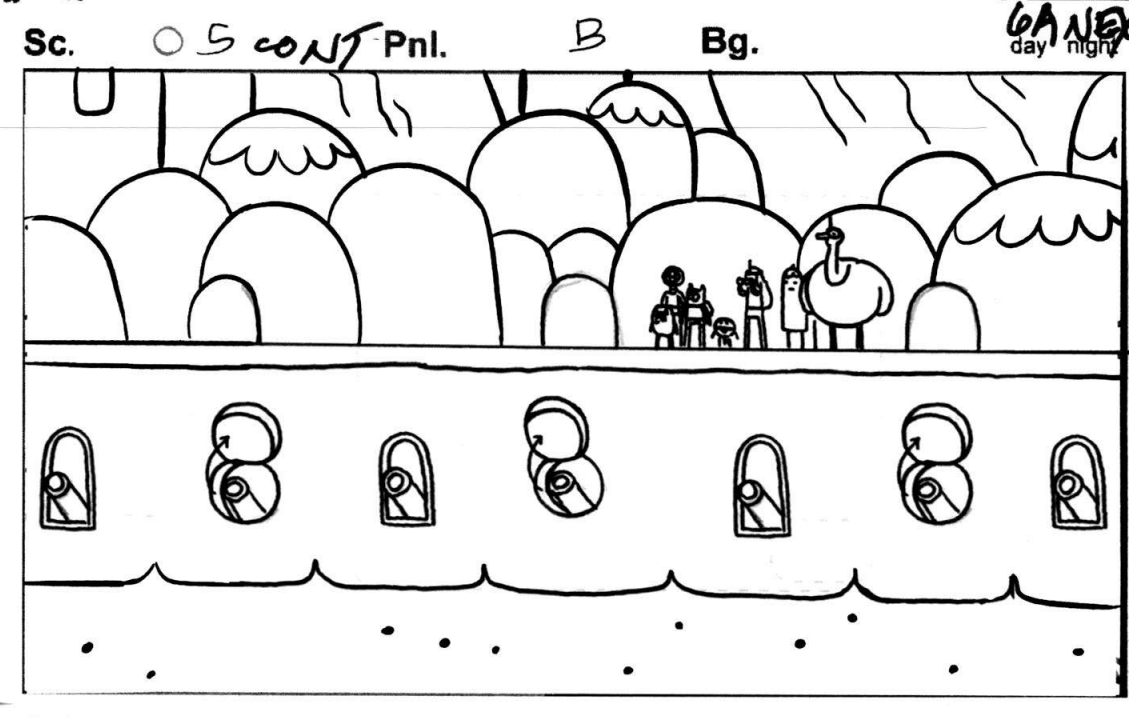
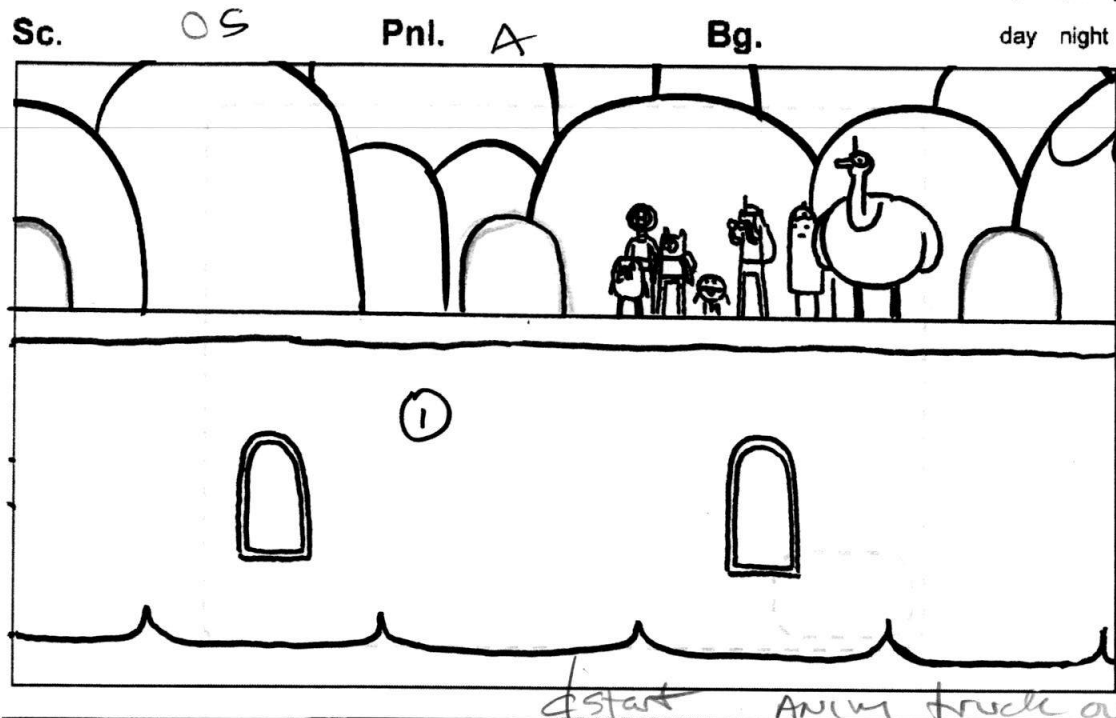
1025/170

Cut

ADVENTURE TIME



Page 6
GANEY
day night



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Production :

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ADVENTURE TIME



Page 6A
7NEXT
day night

Sc. 05 CONT

Pnl. C

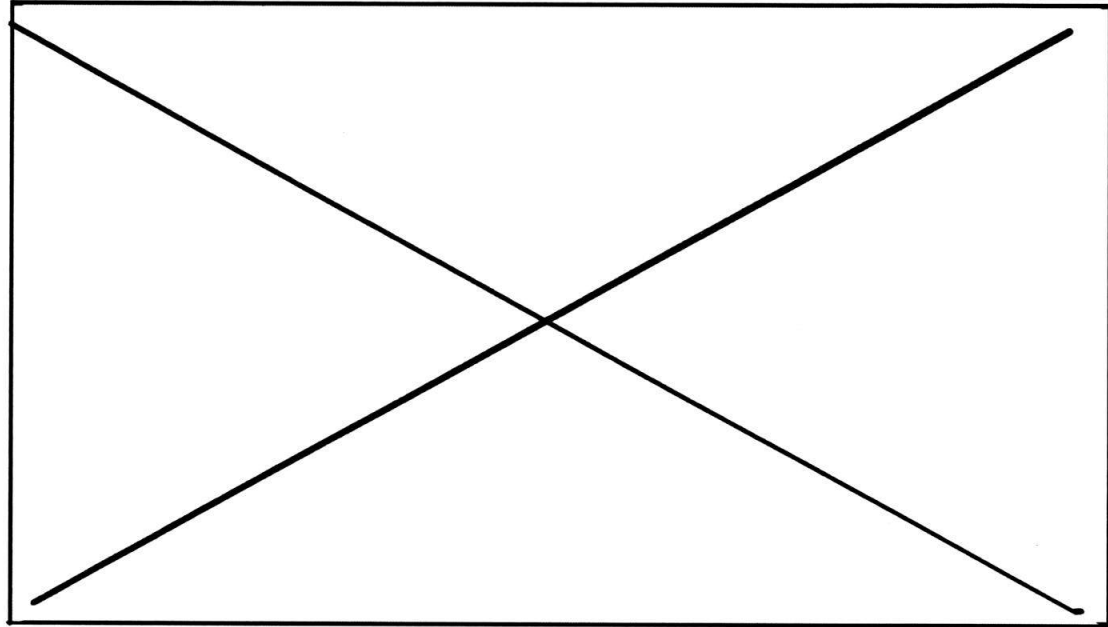
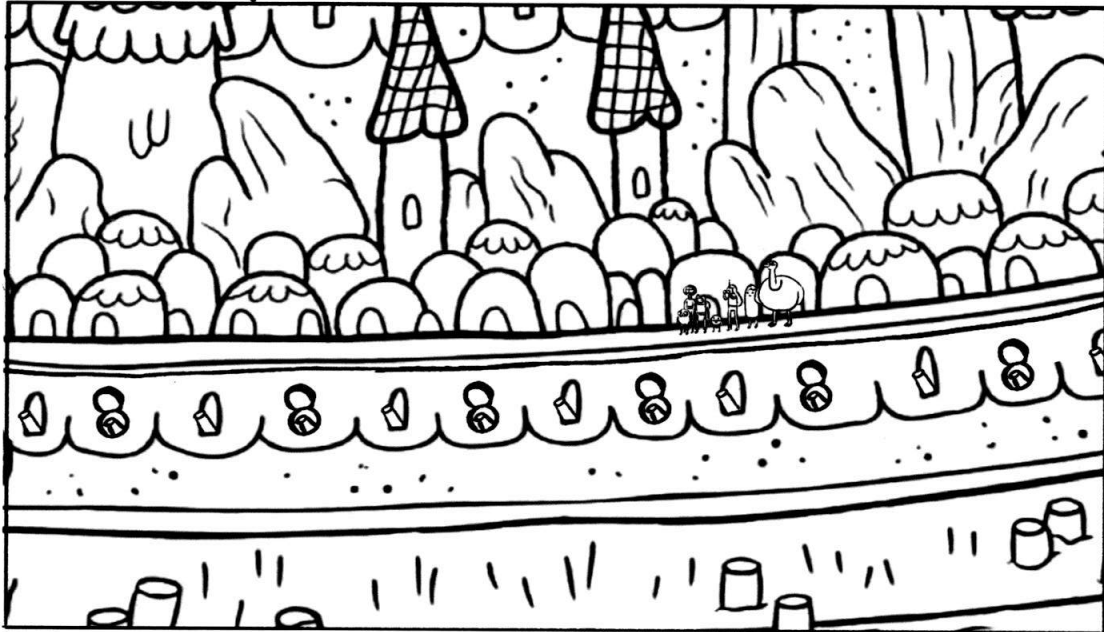
Bg.

day night

Sc.

Pnl.

Bg.



Dialog:

Action:

Cent Avian
- TRUCK OUT -

Timing:

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1025/170

Production:

1025/170

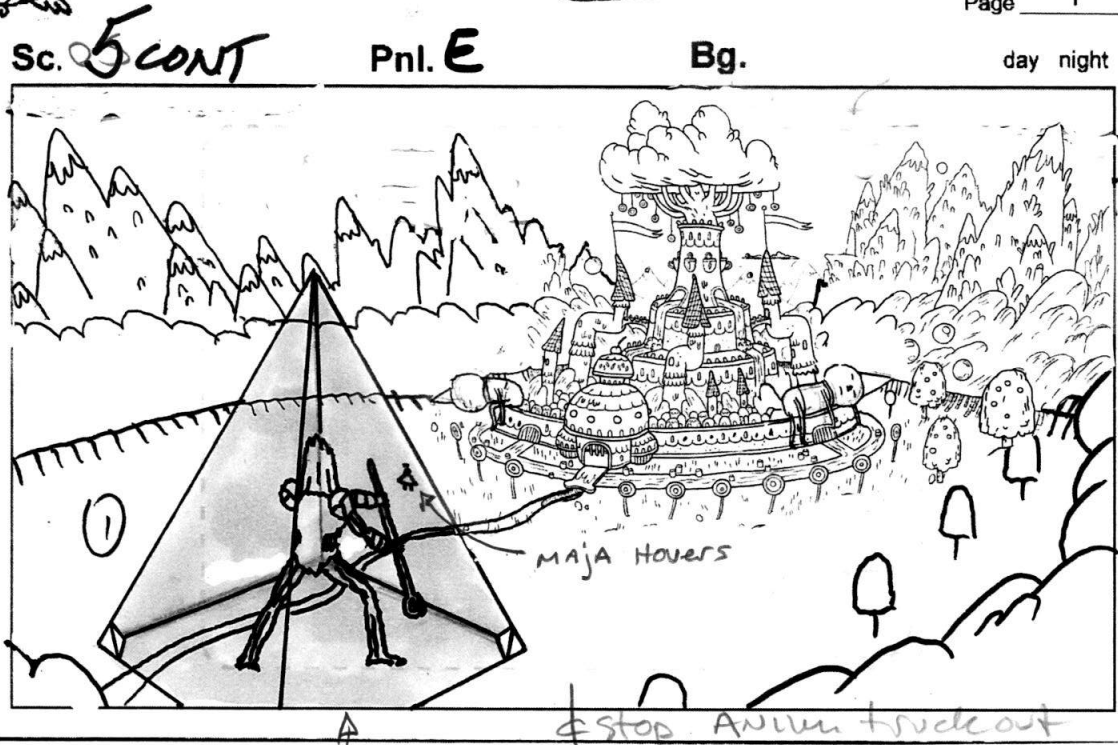
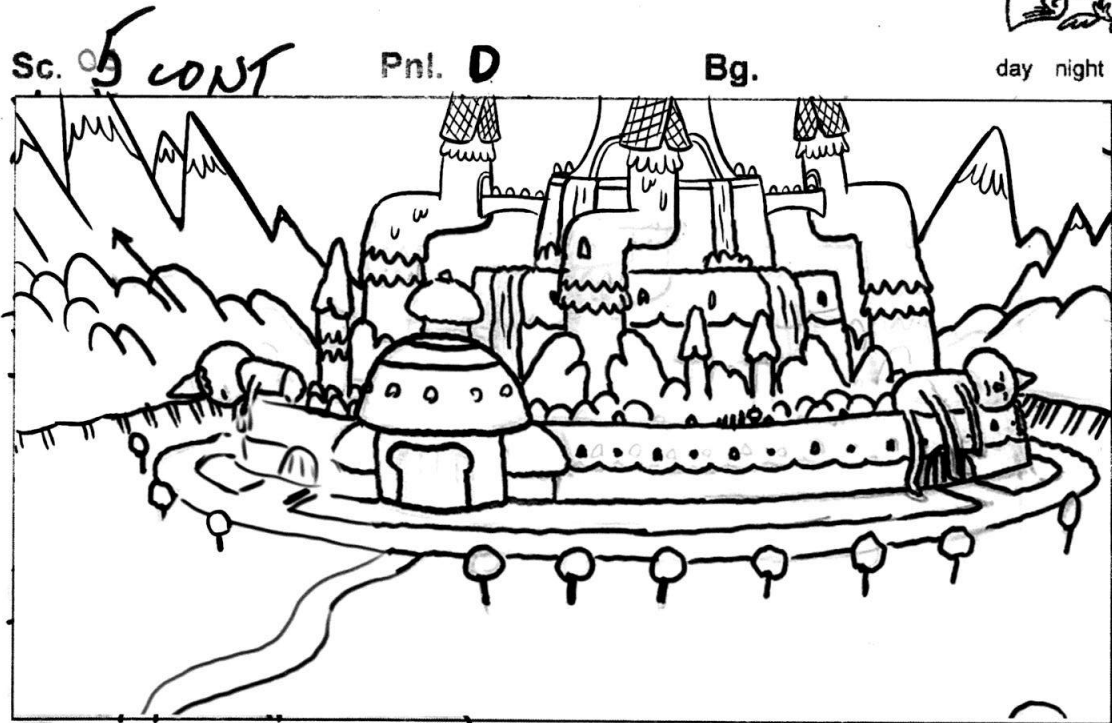
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ADVENTURE TIME



NO SC's
6-7



Dialog:

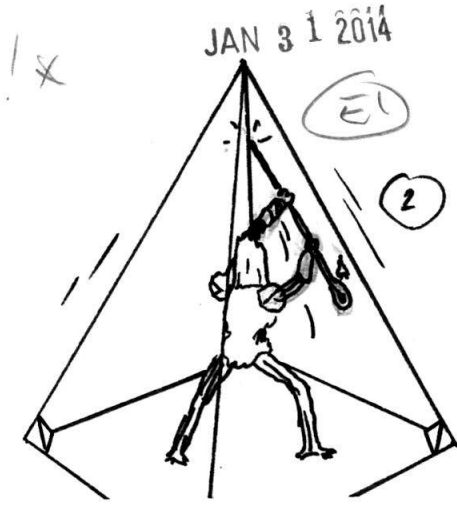
Darren / RAARGH!!!

Action:

into cam
truck out
D to E

end truck out
Darren smashing force field
cycle
E / EI

Timing:



170
cut

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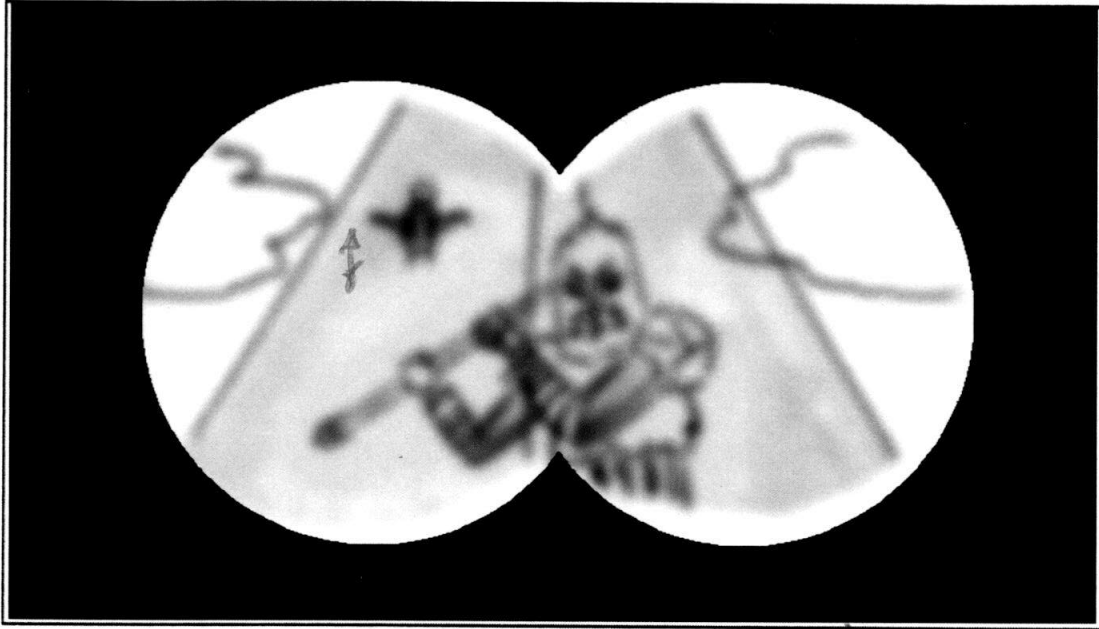
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ADVENTURE TIME



Page 8

Sc. 08 Pnl. A Bg. day night



Sc. 08 CONT Pnl. B Bg. day night



Dialog:

OL
Binoc
Matte

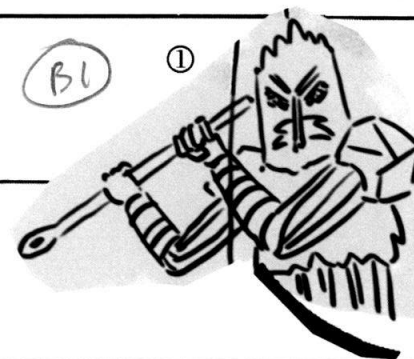
DARREN : RAH!

Action:

P.O.V. binoculars

Rack Focus

Timing:



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NO SE
9

Page 09

Bg.

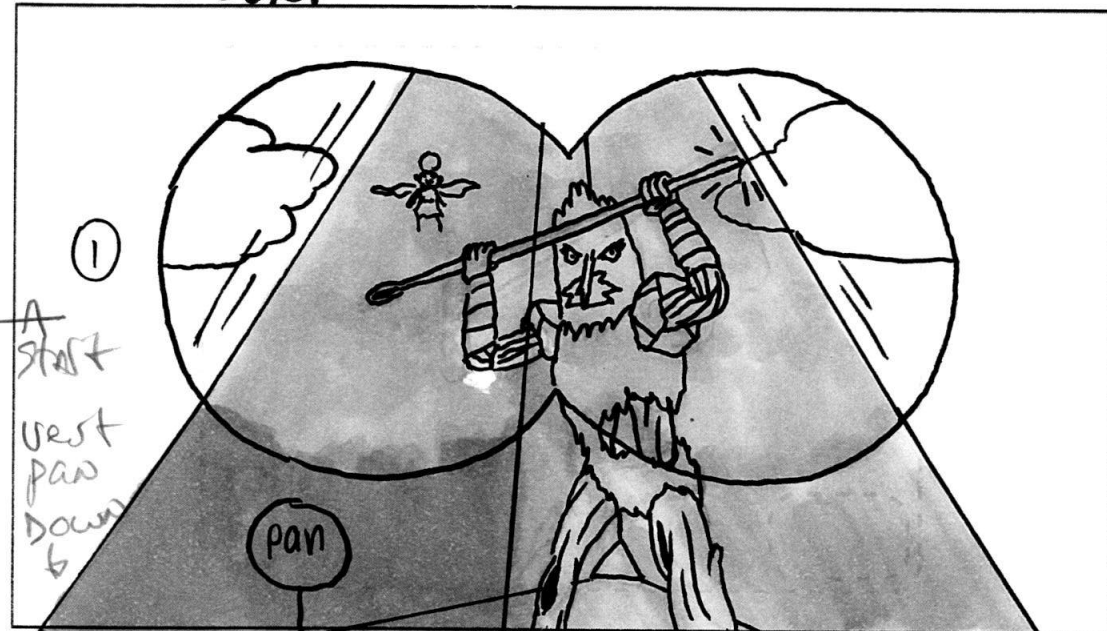
day night

Sc. 8 CONT Pnl.

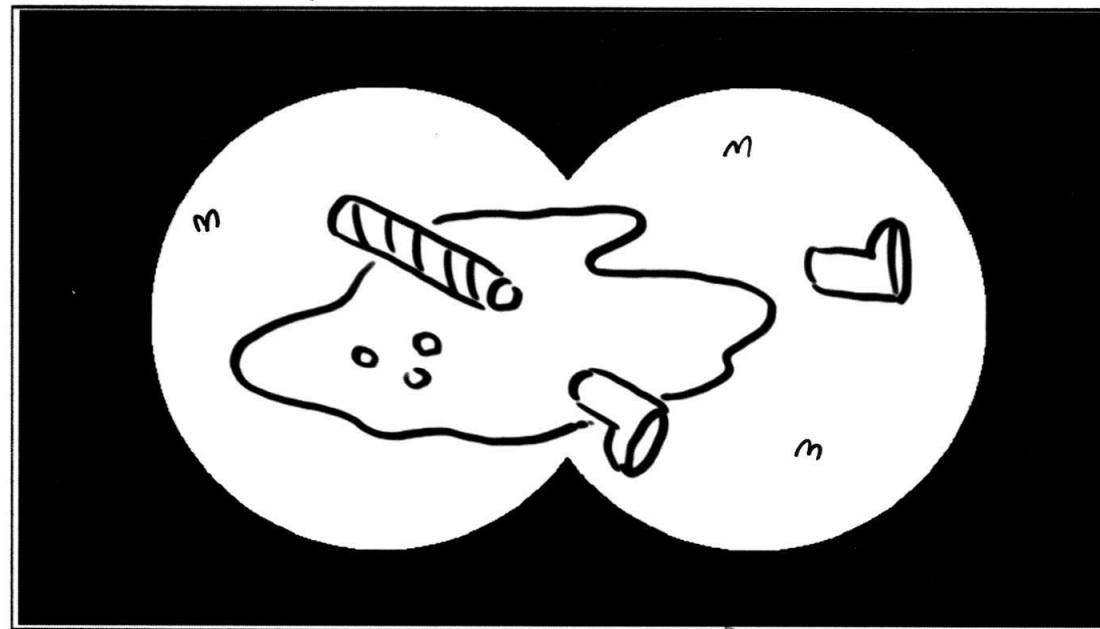
D

Bg.

day night



A
start
west
pan
down
b



SFX: *WHAM*

Binocular

- binoculars pan down to body of Rootbeer Guy

- truck in on rootbeer guy

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Diag truck in (Binocular w/w)

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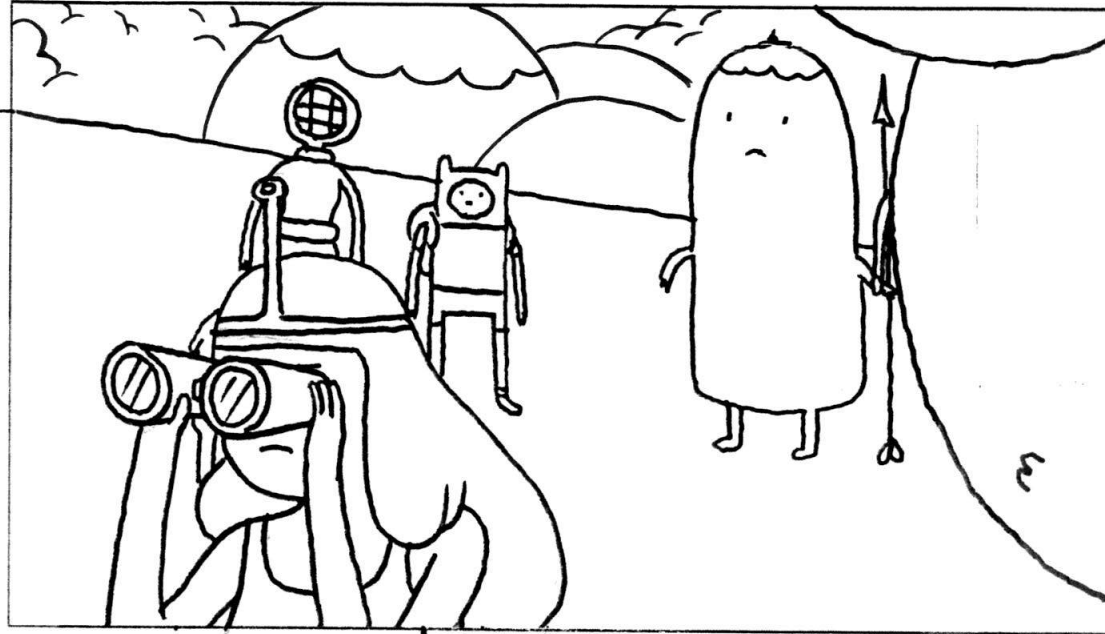
Cut

ADVENTURE TIME

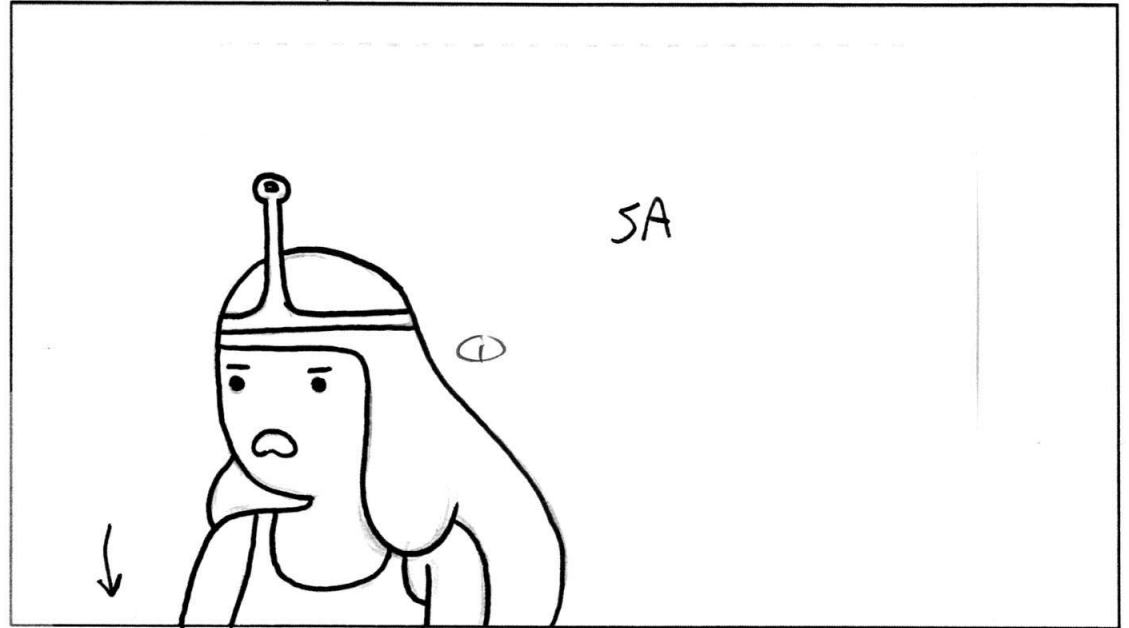


Page 10

Sc. 10 Pnl. A Bg. day night



Sc. 10 CONT Pnl. B Bg. day night



Dialog:

PB/ Rest in peace Root Beer Guy.

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Action:

Timing:



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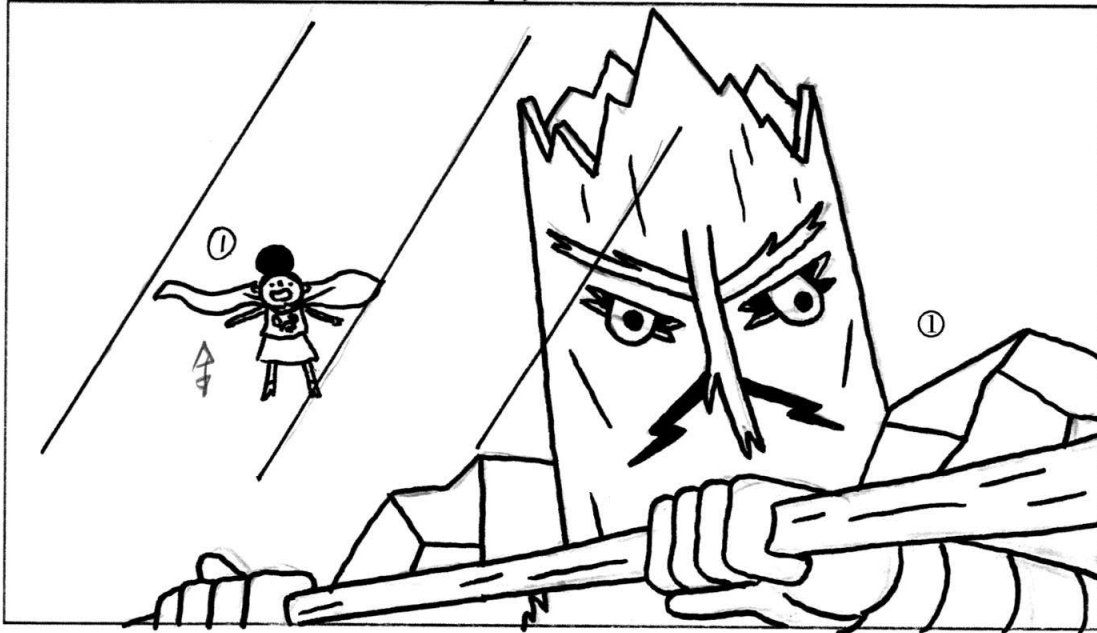


HO
Cut

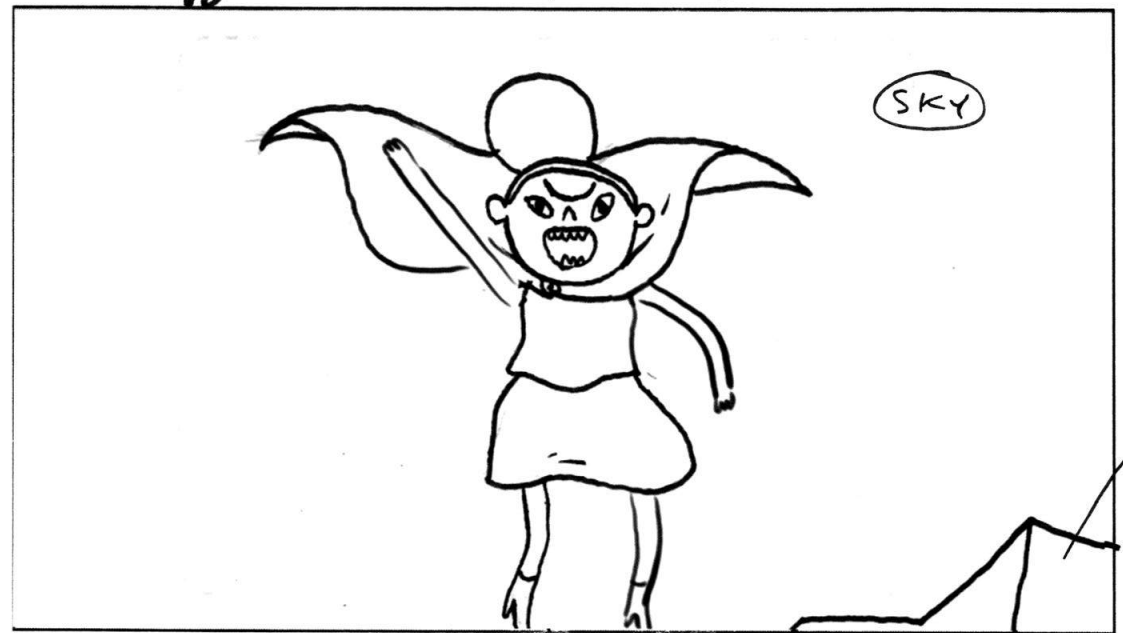
Page 11
day night

HO
Cut

Sc. 11 Pnl. A Bg. day night



Sc. 12 Pnl. A Bg. day night



Dialog: Maja ① Give up @ now, princess

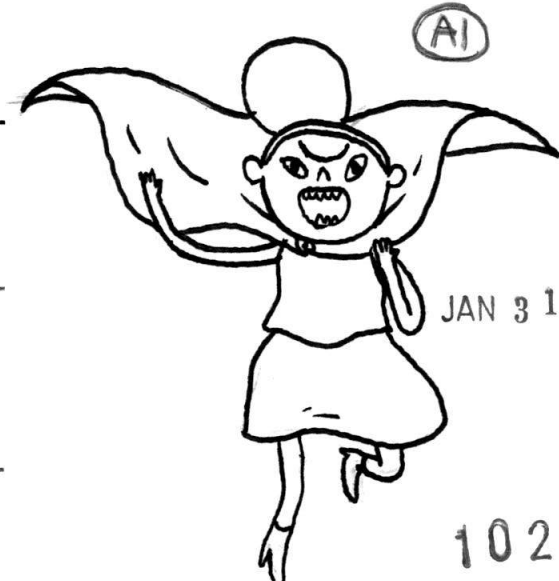
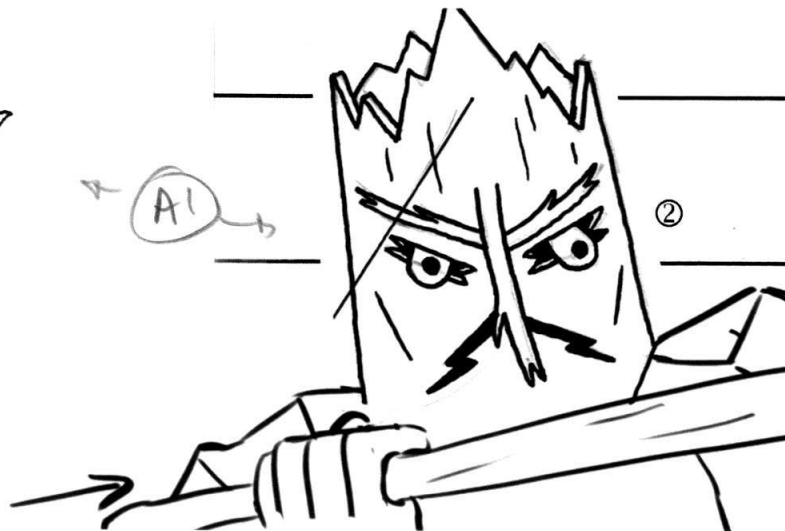
Maja / (cont) ① and I, ① Maja the SKY witch--

Action:



②

Timing:



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DARREN

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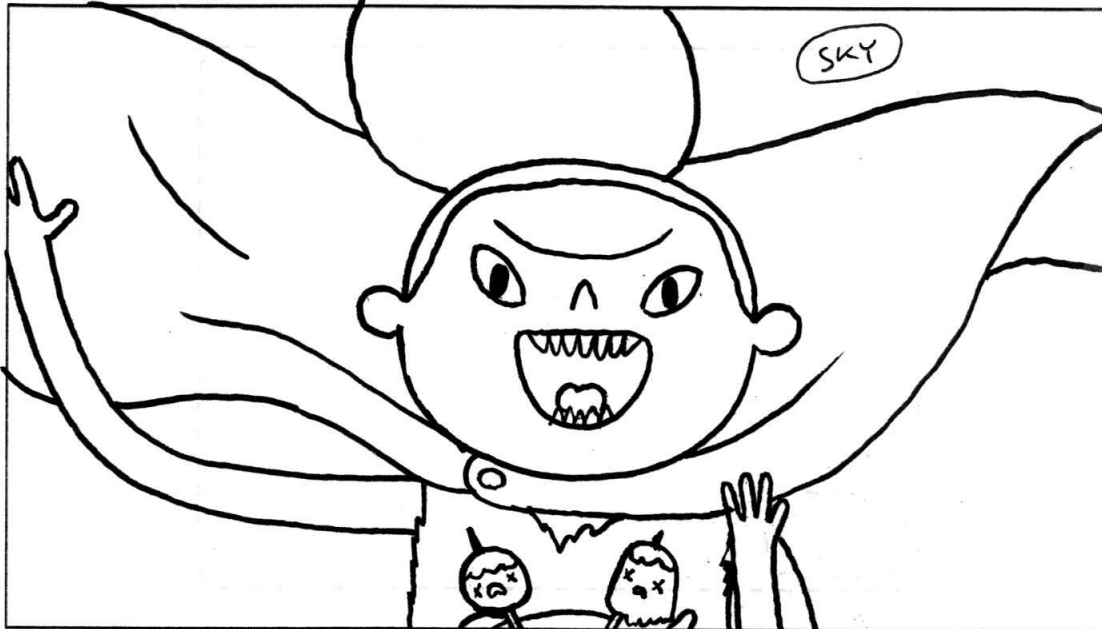
Ho
Cut

ADVENTURE TIME

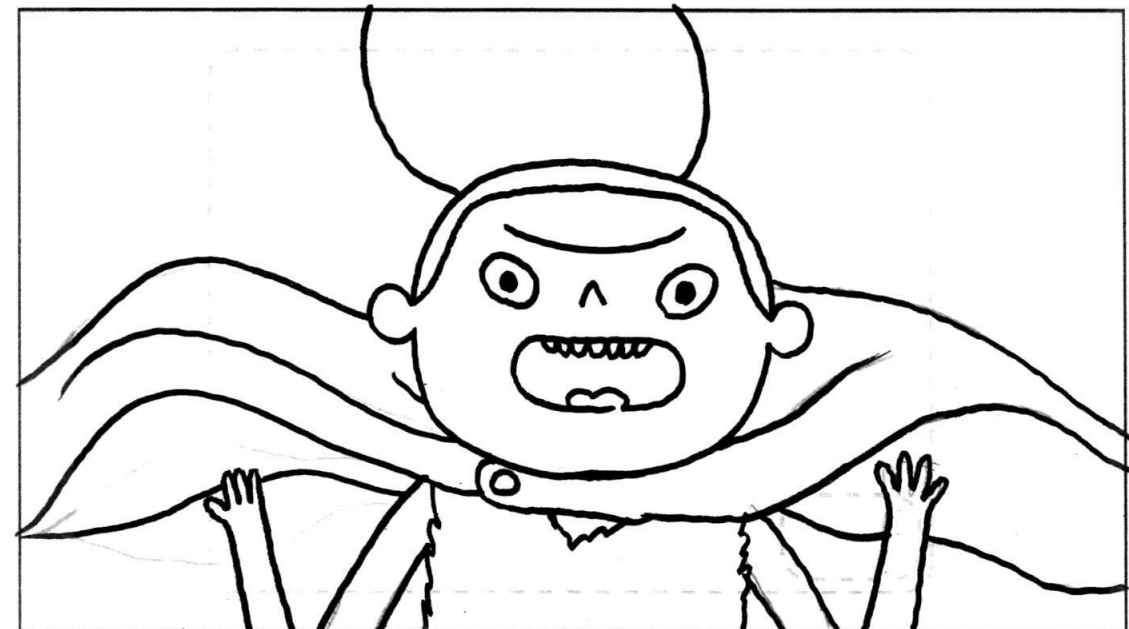


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Sc. 13 Pnl. A Bg. day night



Sc. 13 CONT Pnl. B Bg. day night



Dialog: Maja(cont) / -promise to not —————→ completely -

Action:

Timing:

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Ho
Cut

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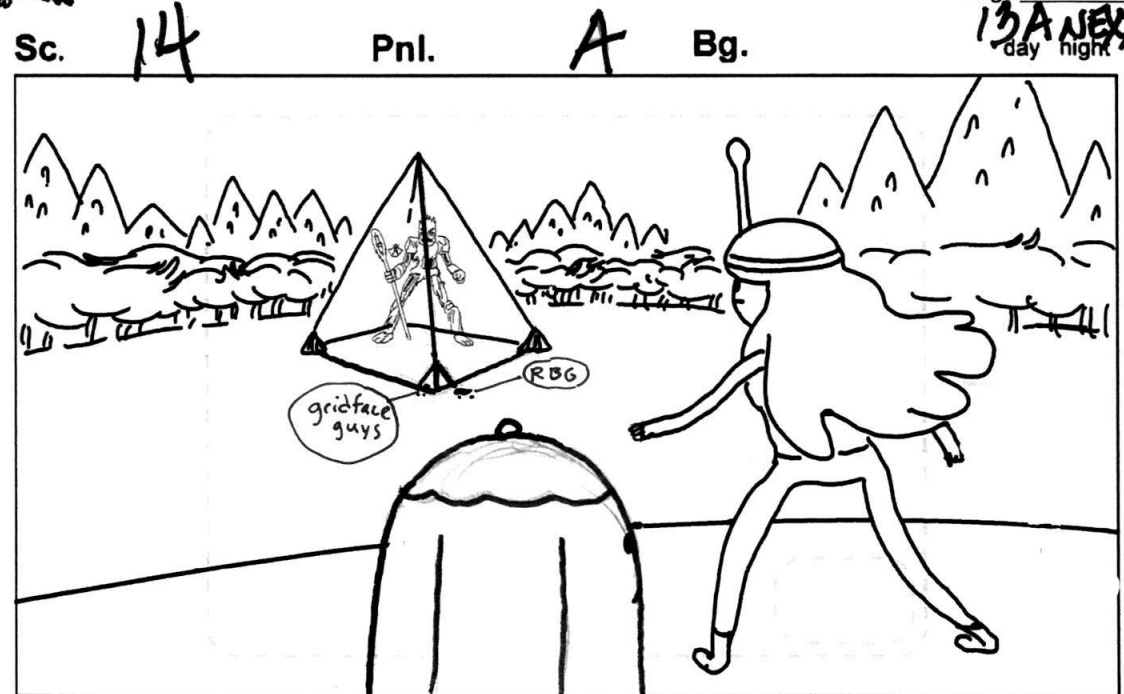
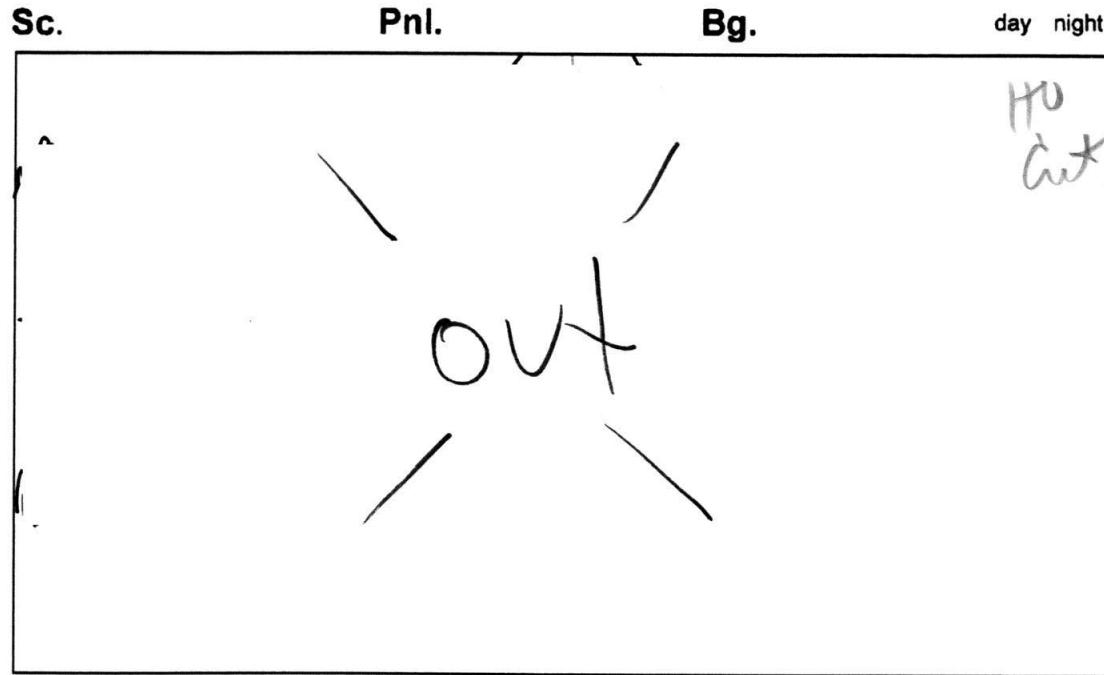
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ADVENTURE TIME



Page 13
13 ANE day night



Dialog:	(MAJA) / (CONT.) DONK UP YOUR -
Action:	
Timing:	JAN 31 2014

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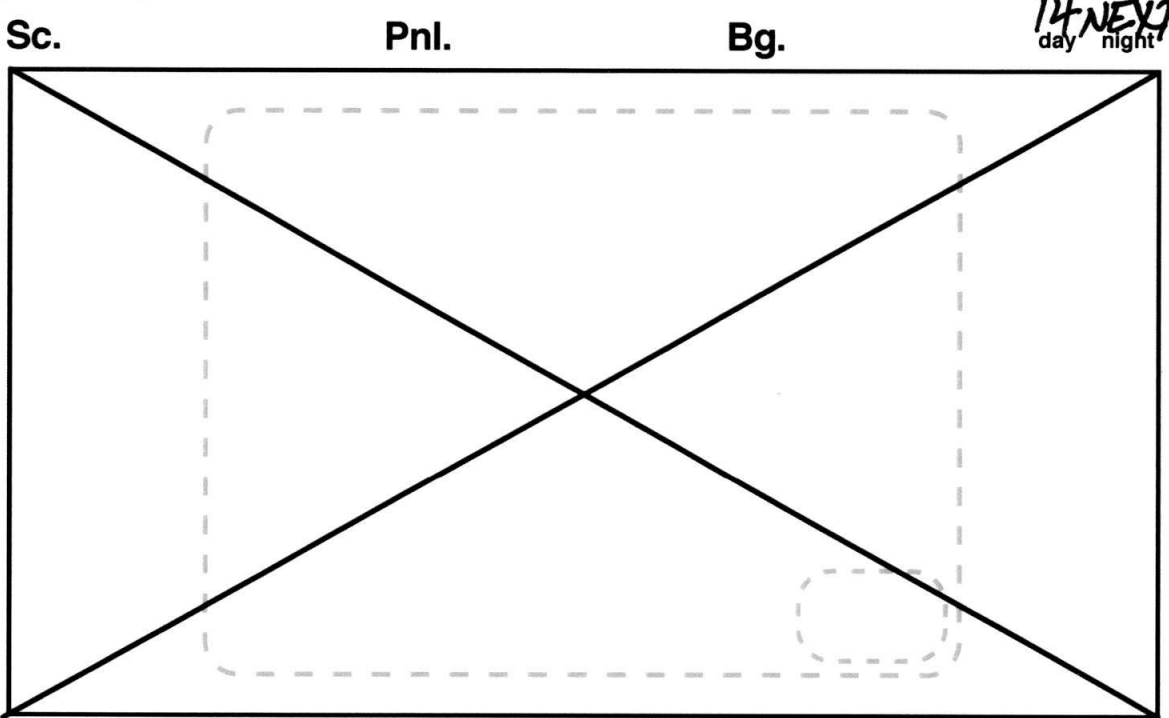
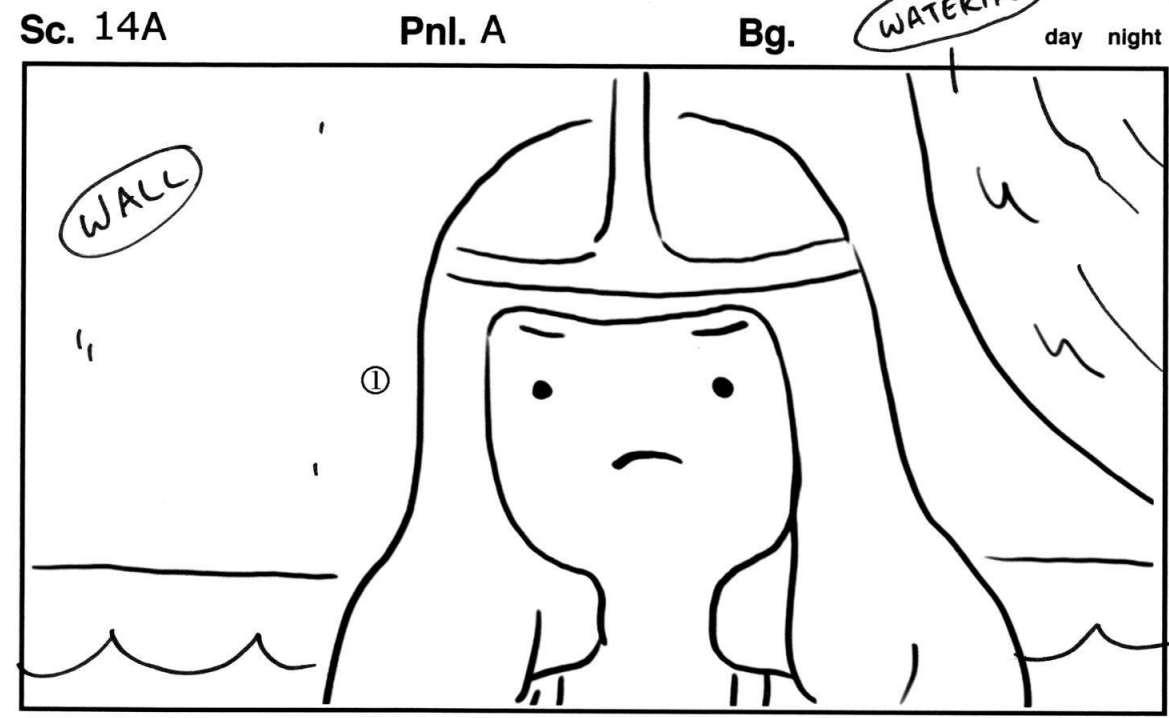
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ADVENTURE TIME



Dialog:

Maja(o.s.)/ KINGDOM!

Action:

Timing:

②

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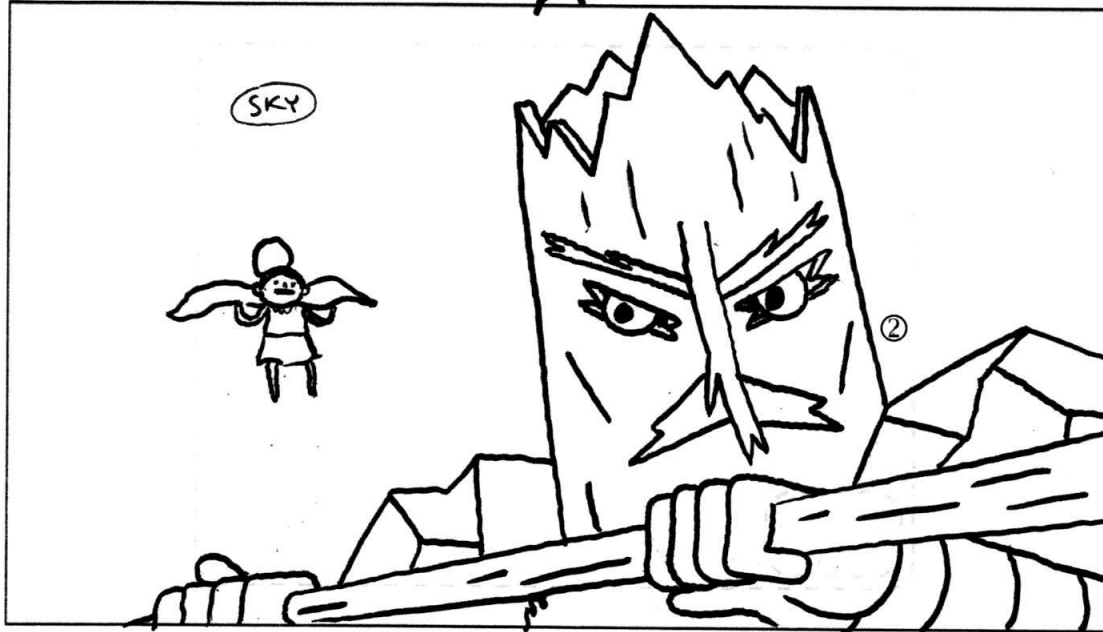
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ADVENTURE TIME



Page 14

Sc. 15 Pnl. A Bg. day night



Sc. 16 Pnl. A Bg. day night



Dialog:

Darren! I make no such promise!

Darren! Darren must feed!

Action:

Timing:



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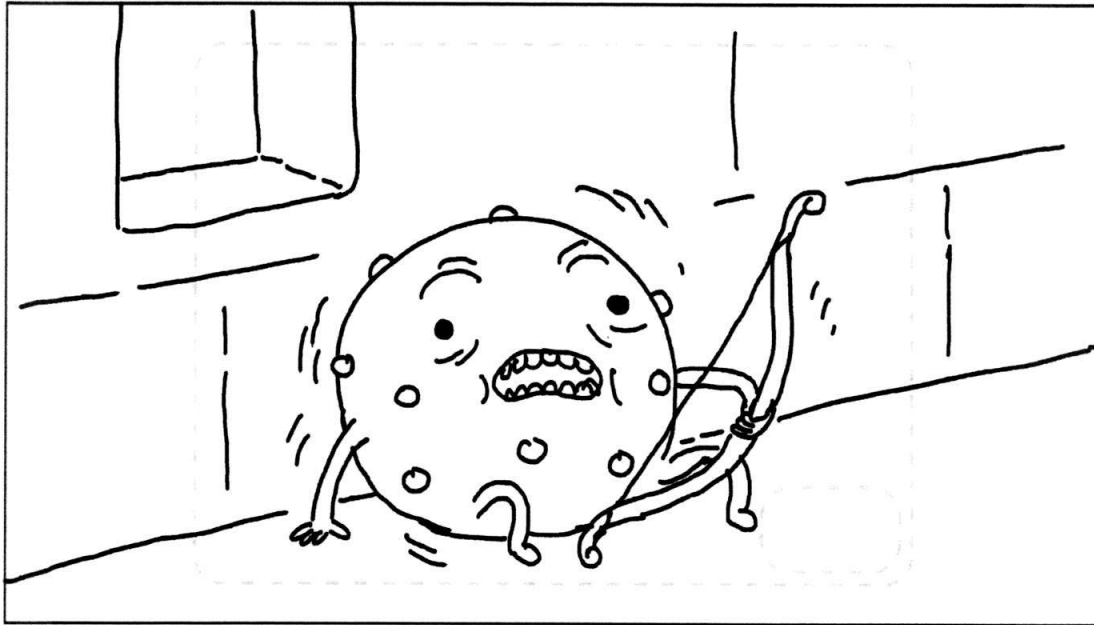
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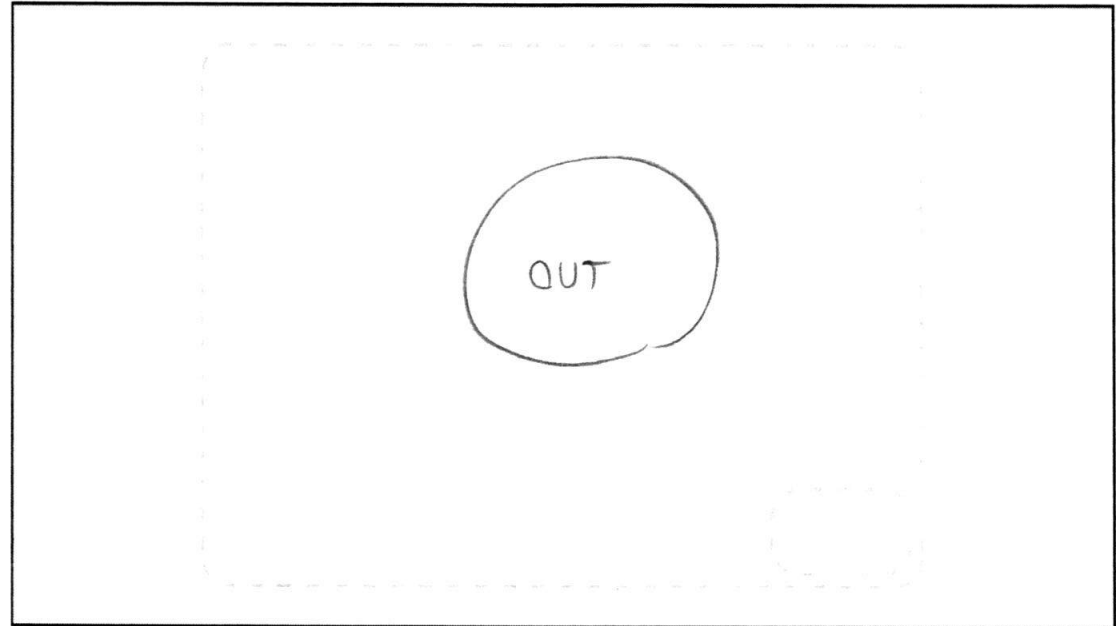
ADVENTURE TIME



Sc. 17 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog: crunchy/ oh glob ahhh!:

Action: - CRUNCHY SHAKES IN FEAR.

Timing:

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Cut

ADVENTURE TIME



Page 16


Cut

Sc. 18 Pnl. A Bg. day night



Sc. 18 CONT Pnl. B Bg. day night



Dialog:	(MAJA) / (1) OH WELL, (2) HA HA! (A) (A)	(MAJA) / WHAT CAN YOU DO?
Action:	(2) (A) 	- MAJA SHRUGS.
Timing:		

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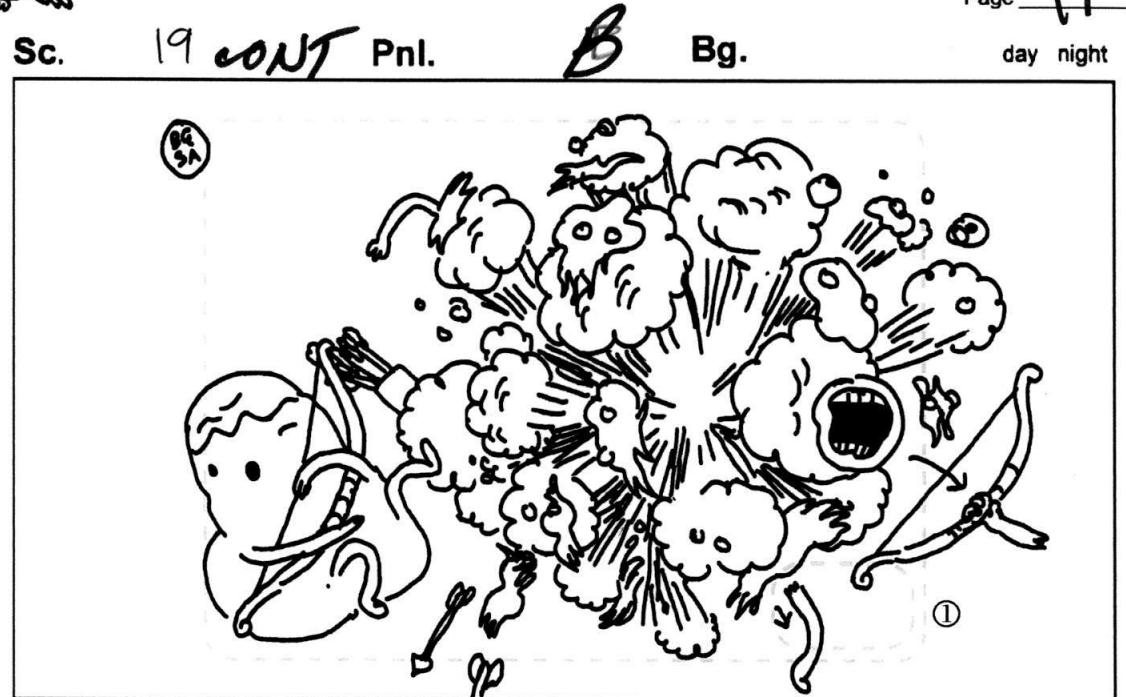
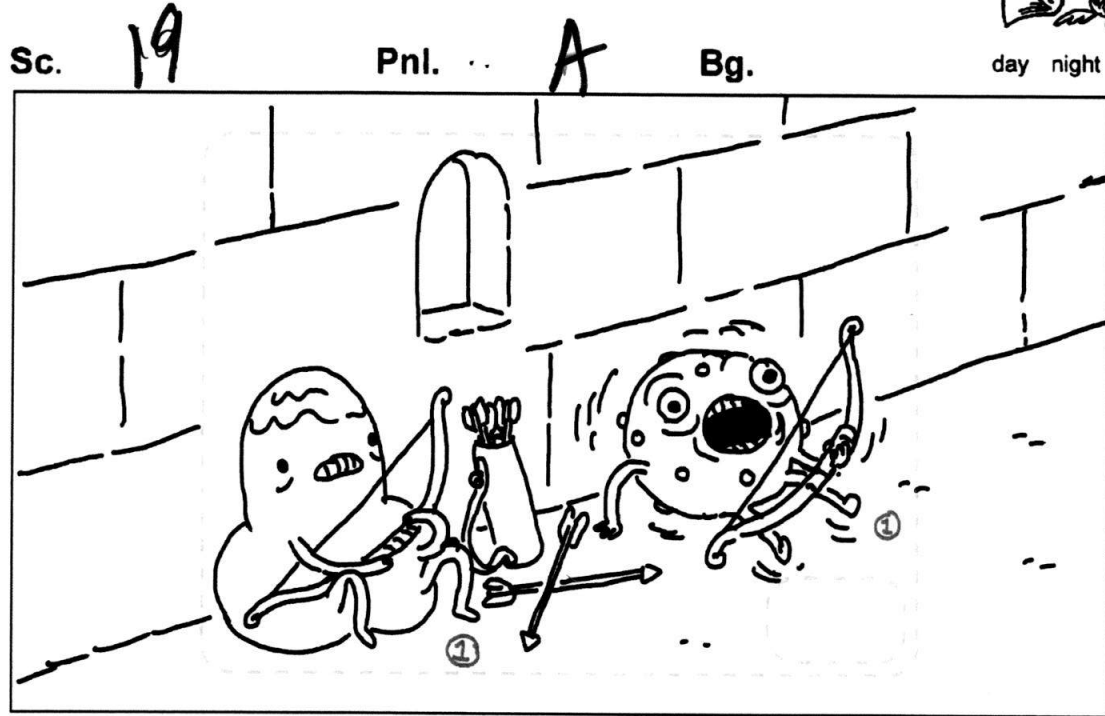
1025/170

1025/170

ADVENTURE TIME



Page 17
day night



Dialog: Candy Soldier (1) / Crunchy, chill! chill!

CRUNCHY / AHH!

SFX / SHHPOW!!!

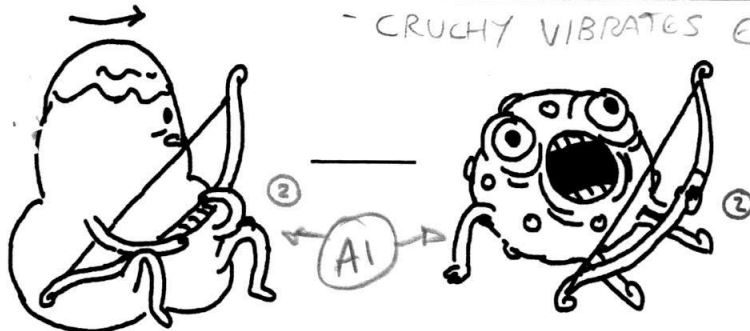
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BI

Action: CRUNCHY VIBRATES EVEN FASTER

CRUNCHY BLOWS UP.

Timing:



Production :

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Cut

ADVENTURE TIME



Cut

Sc. 20 Pnl. A Bg. day night



Sc. 21 Pnl. A Bg. day night



Dialog:

Action:

Timing:

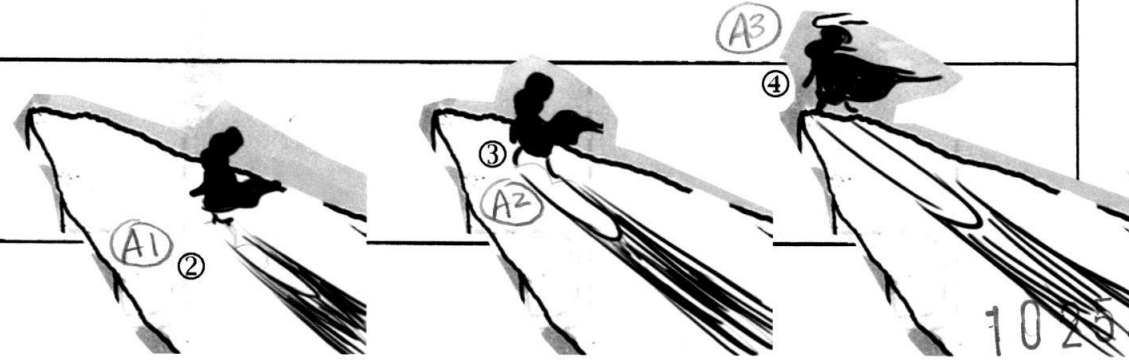


(A1)

Birds sp

- maja walks to edge of cliff

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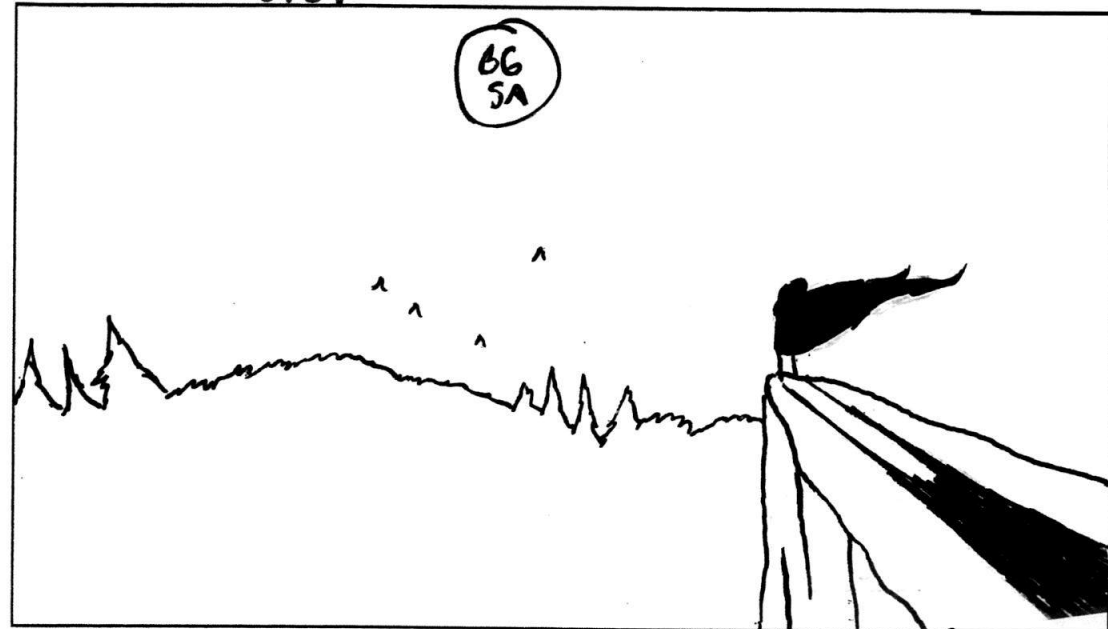
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ADVENTURE TIME



Cut

Sc. 21 CONT Pnl. B Bg.



Dialog:

Action: cape flapping in the wind

Timing:

Pg. 22

Pnl. A Bg.

Page 19
day night



Maja Keepers of the clock, masters of dimension.



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ADVENTURE



Page 20

Sc. 22 CONT Pnl. B



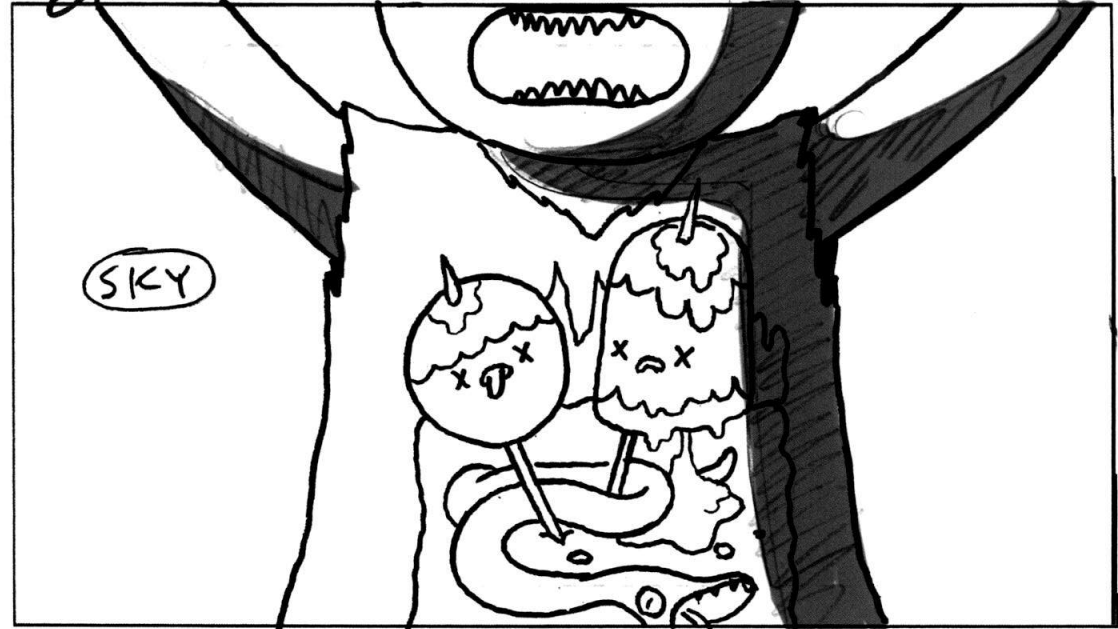
ight

Sc. 23

Pnl. A

Bg.

day night



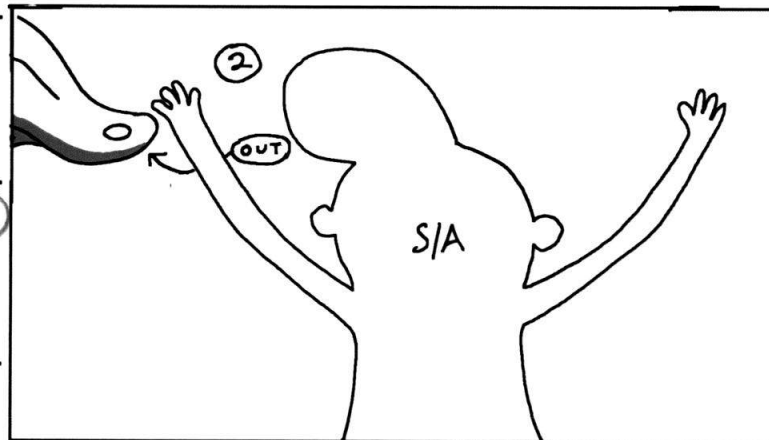
Dialog: Maja / BEAR WITNESS!

Maja / BY MY POWER ...

Action: - MAJA THROWS OFF CLOAK REVEALING
PB'S ROCK SHIRT.

Timing:

(B1)



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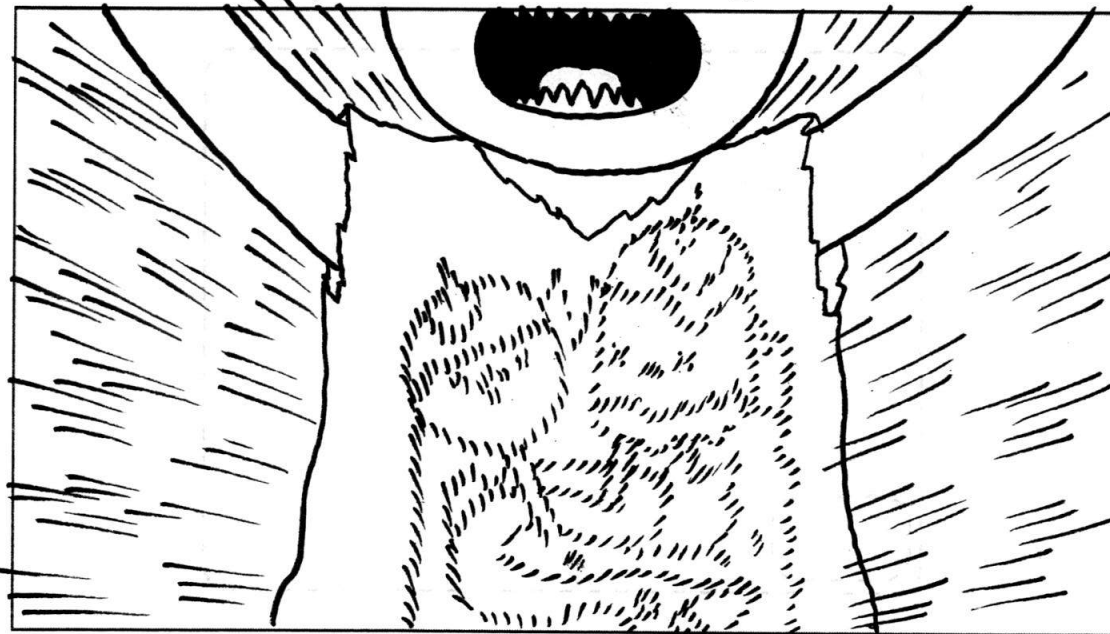
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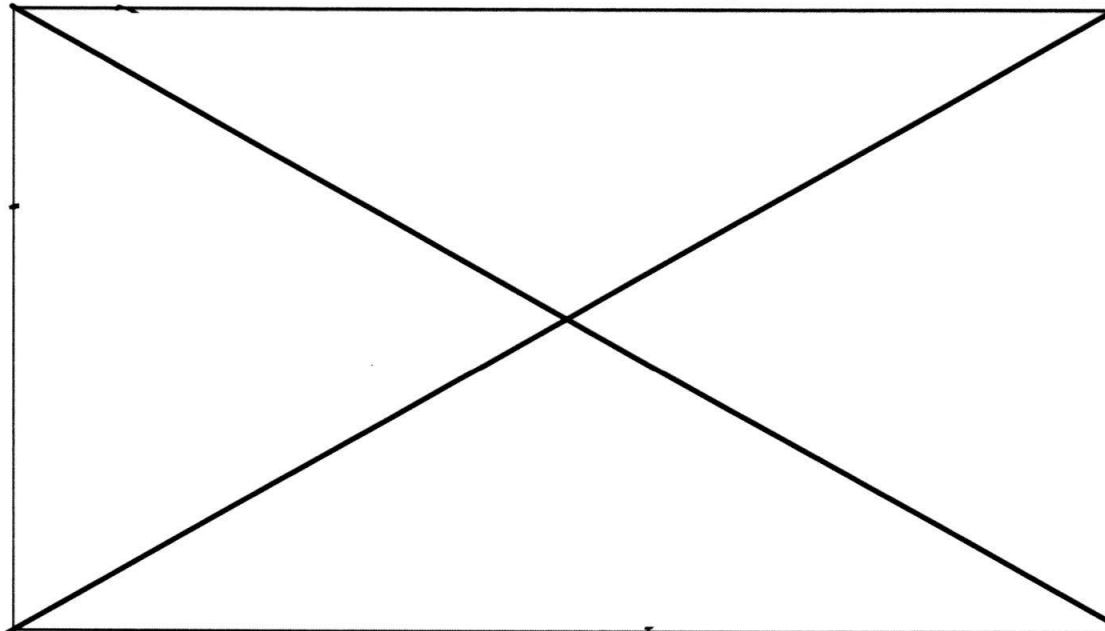
Cut

Page **21**
3/1A NEXT
day night

Sc. **23 CONT** Pnl. **B** Bg. day night



Sc. Pnl. Bg. day night



Dialog: *Maja! I compell you to converge!*

Action: *shirt glows with power*

Timing:

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Production :

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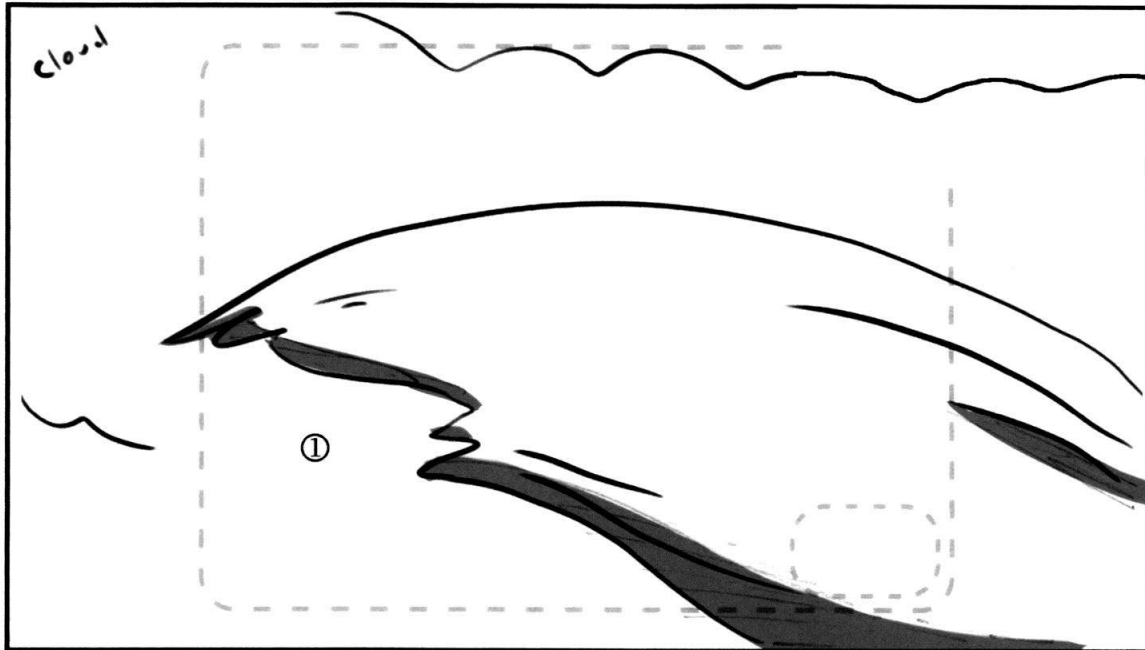


ADVENTURE TIME

Sc. 23A

Pnl. A

Bg.

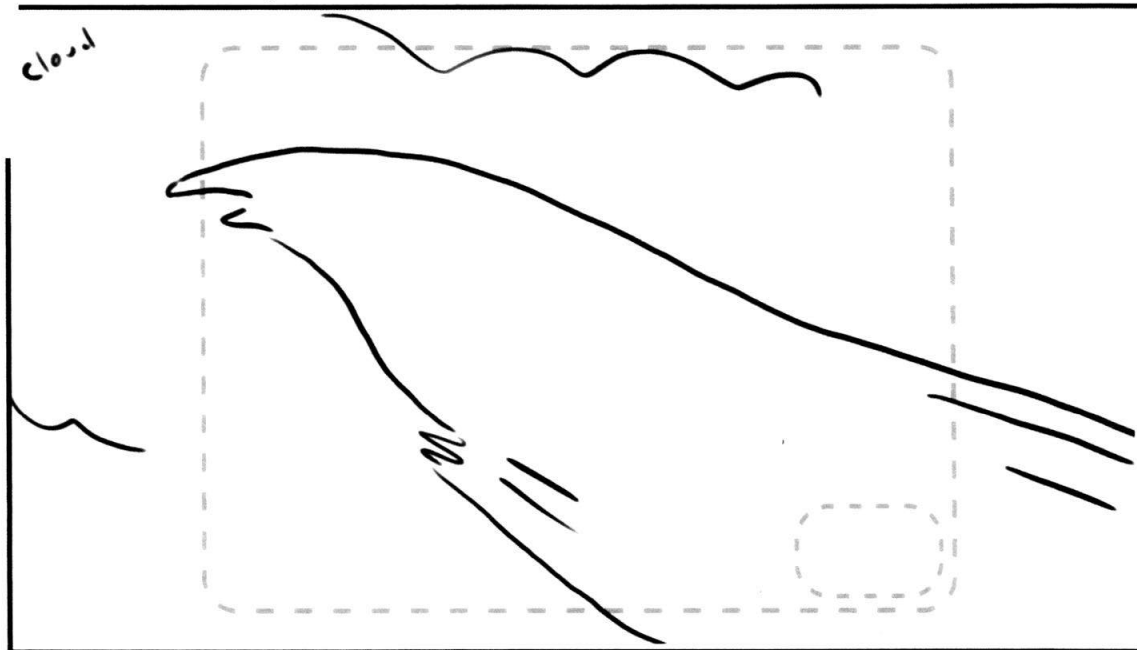


Sc. 23A

const

Pnl. B

Bg.



Page 21A

21B NEXT
day night

Dialog:

Action:

Timing:



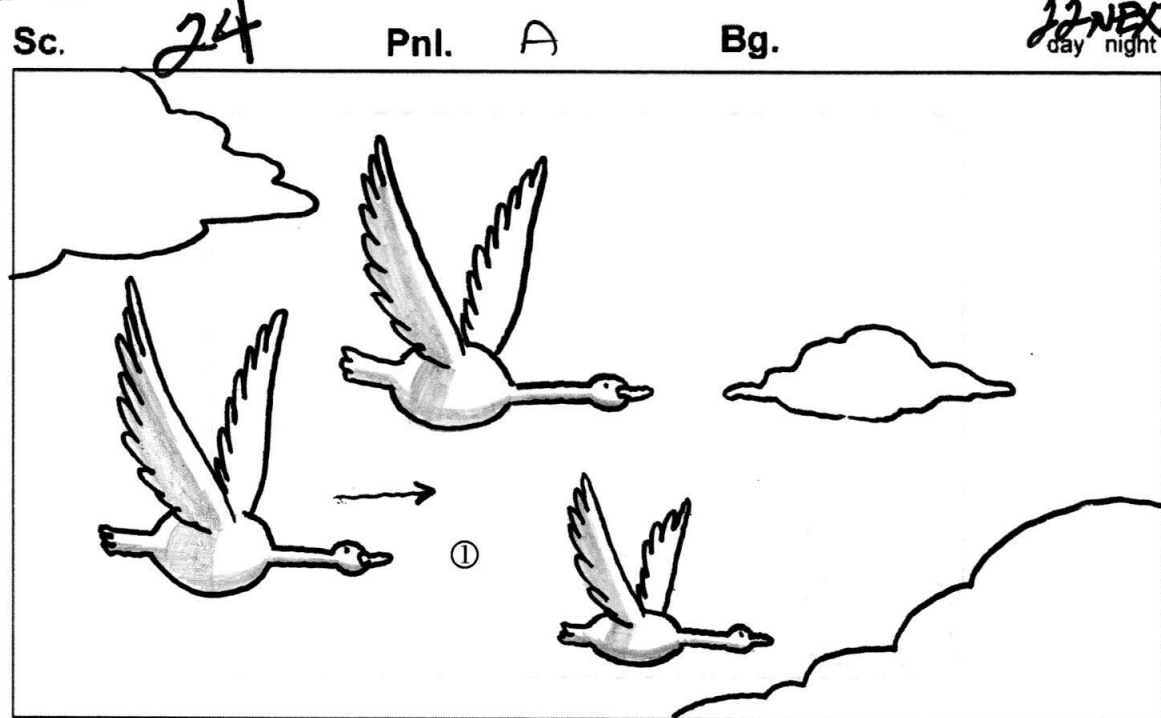
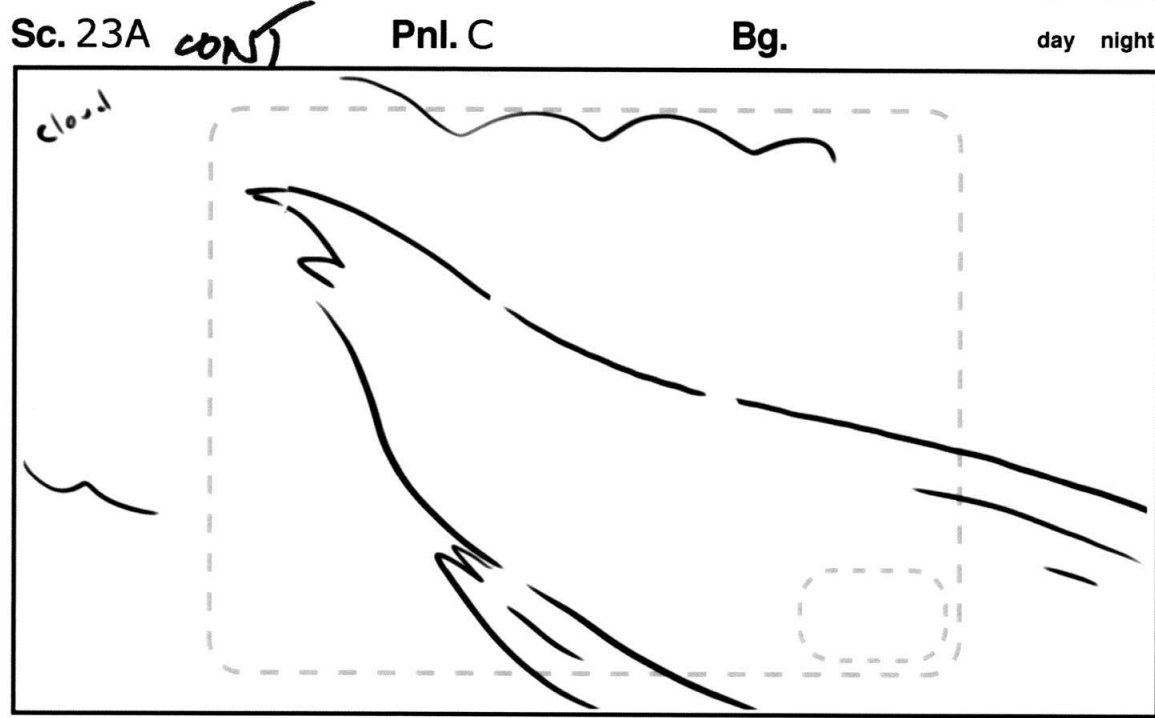
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Production:

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ADVENTURE TIME



Page 21B
22 NEXT
day night

Cut

Dialog:

Action:

Timing:

Majal Past and present

(birds slow to a stop mid flight)

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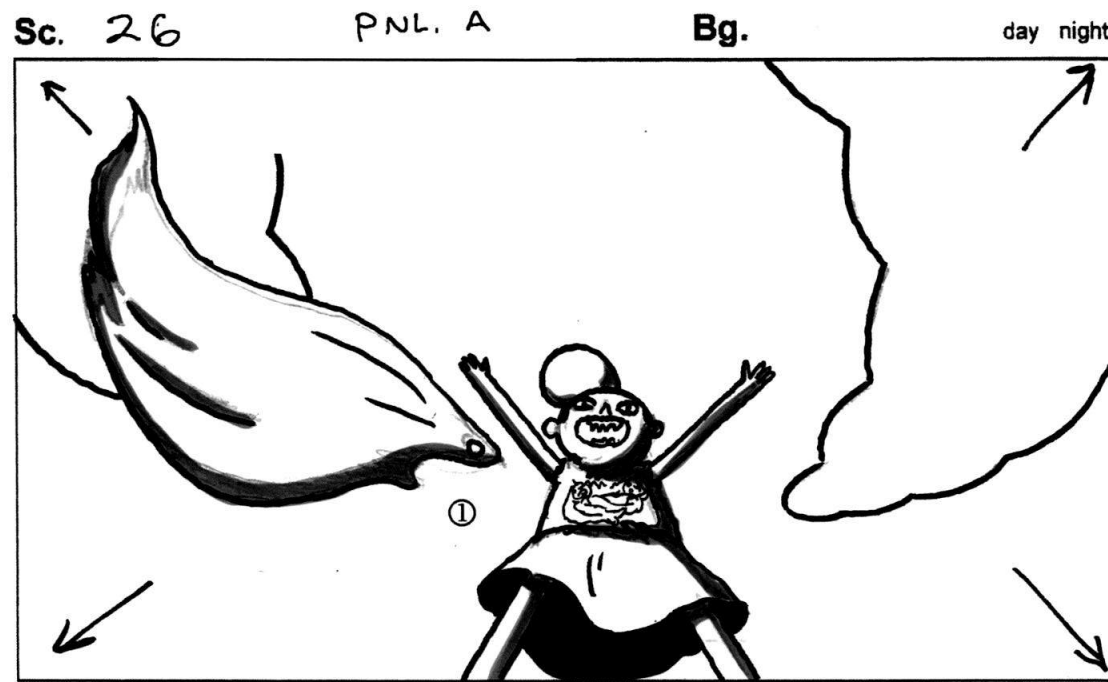
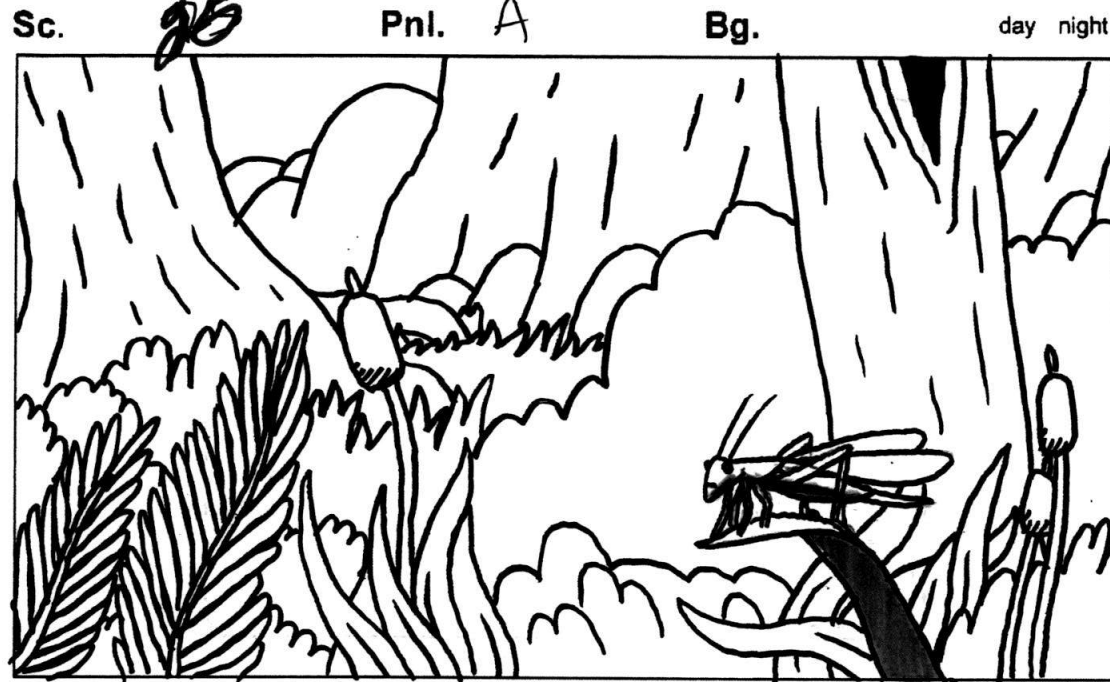
1025/170

Production:

1025/170

Cut

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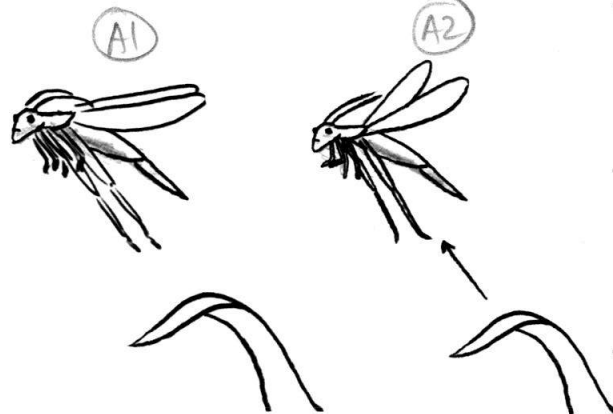


Dialog: Maja/ - BE ONE!

Maja/ Awaken the terror of a forgotten age ...

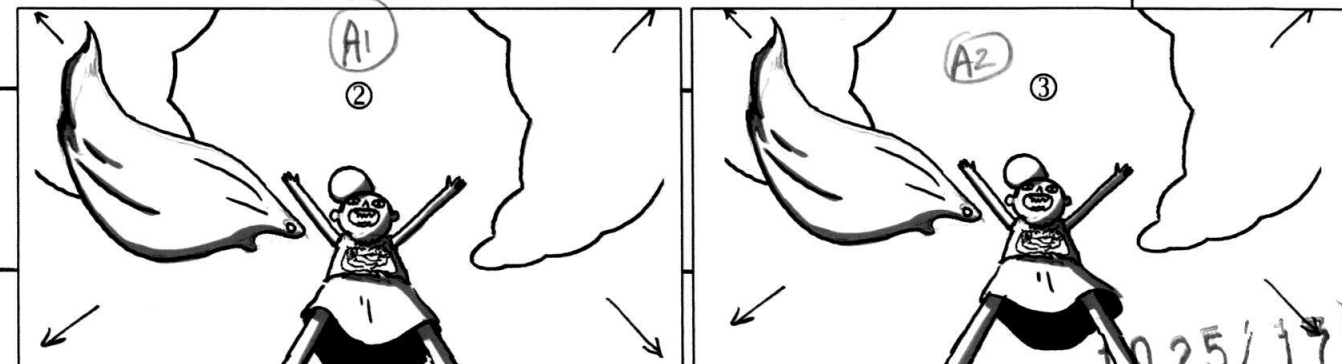
Action: (grasshopper slow to stop)

Timing:



cape frozen in the air truck out

JAN 31 2014



ADVENTURE TIME

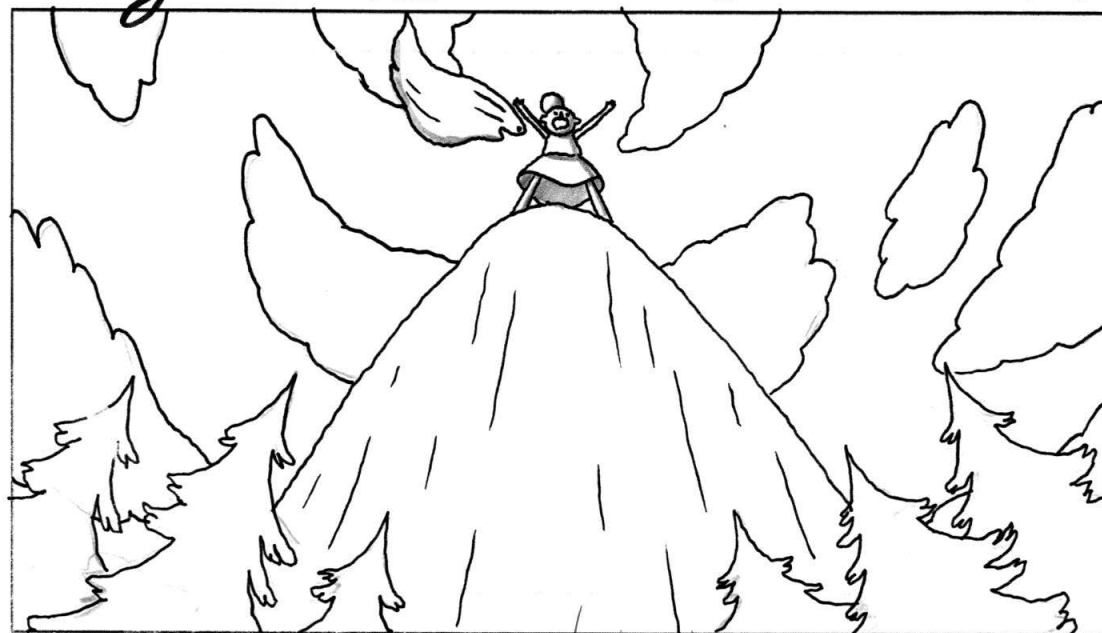


Page 23

Sc. gle cont Pnl. B Bg. day night



Sc. gle cont Pnl. C Bg. day night



Dialog: Maja In this moment that is all moments — an endless dream

Action:

- CONTINUE TRUCKING OUT

Timing:

JAN 31 2014

EPISODE #

1025-170

Production :

1025/170

1025/170

Cut

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Cut

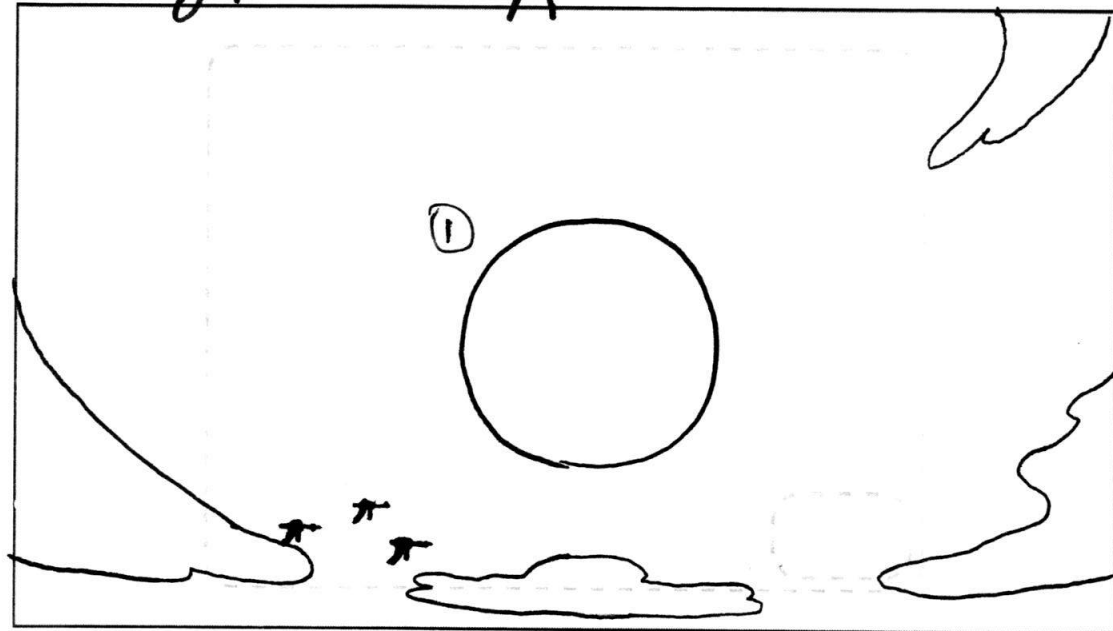
ADVENTURE TIME



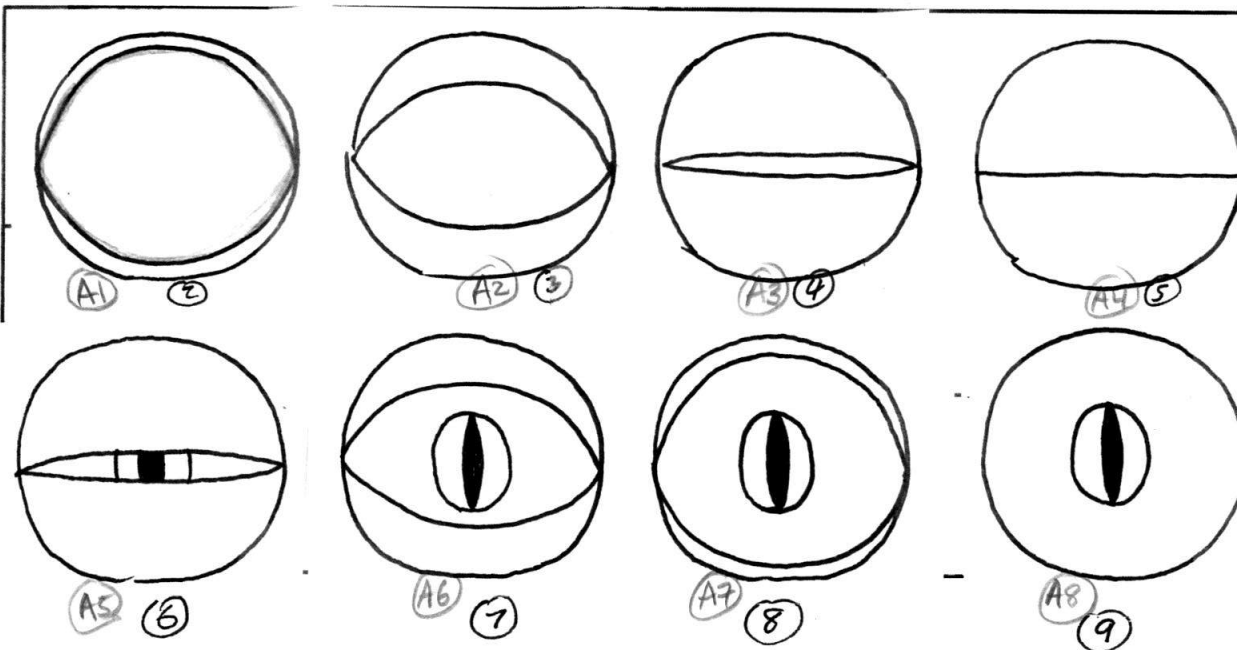
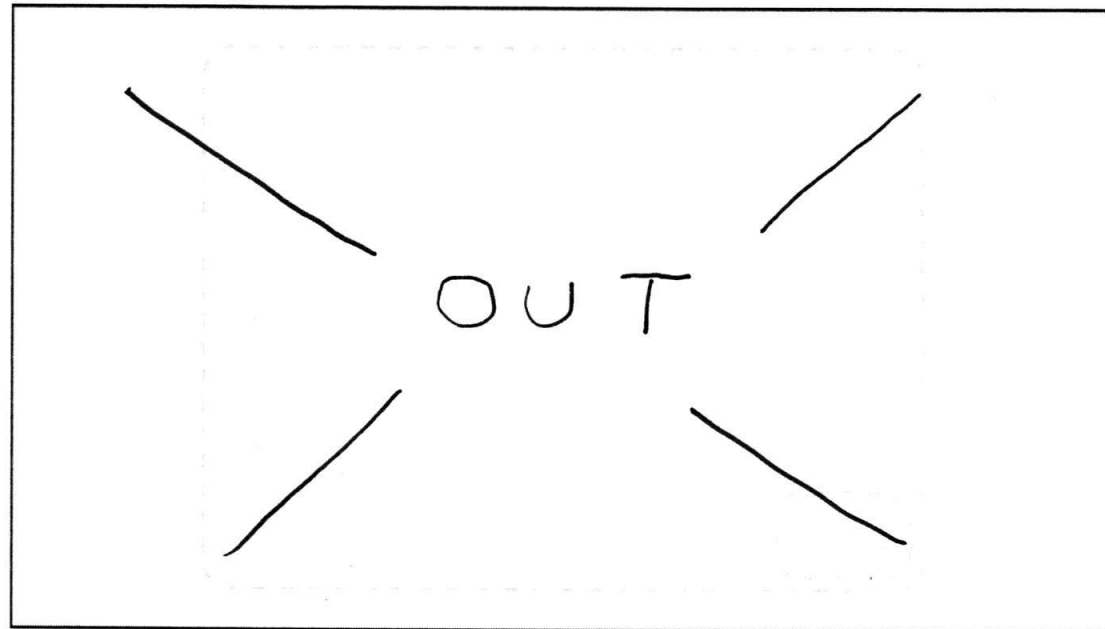
Cut

Page 24

Sc. 27 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



← Maja/ In the blink of an eye

- MOON FORMS EYELIDS

- EYE OPENS

JAN 31 2014

EPISODE #

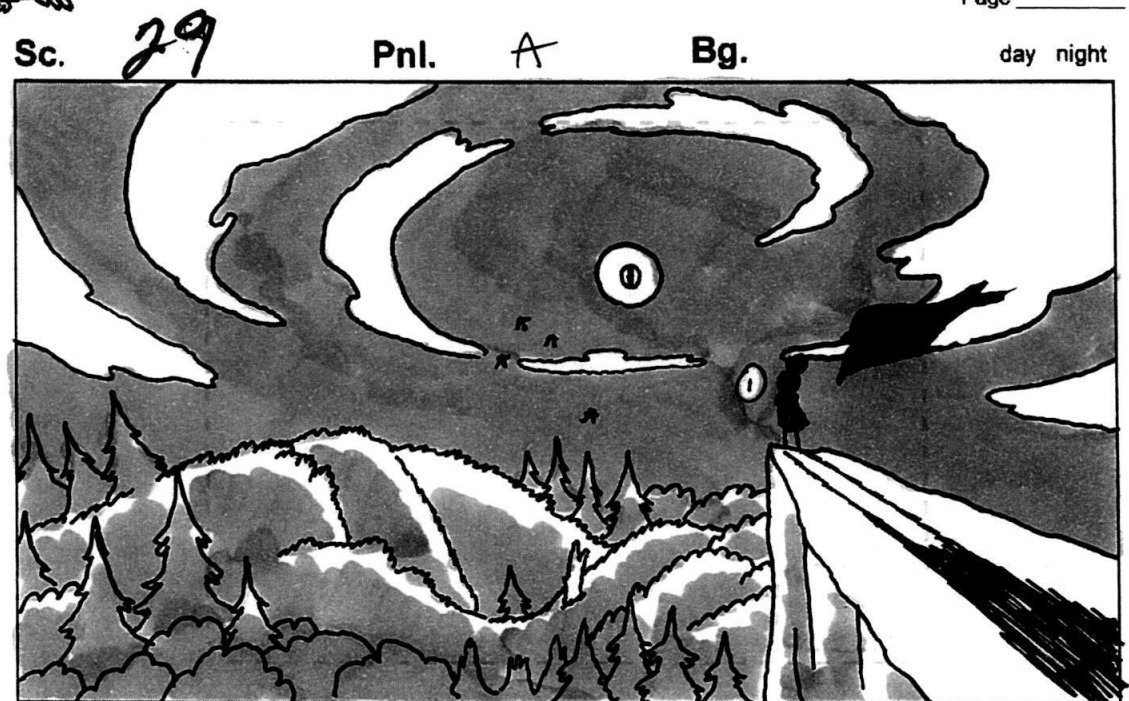
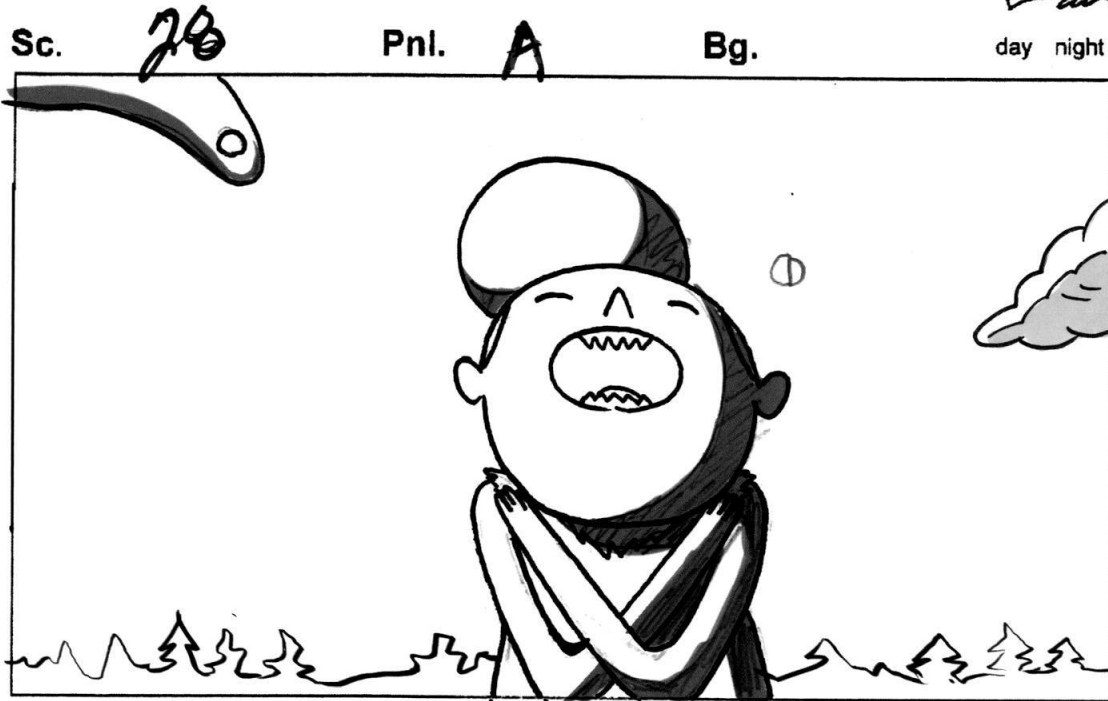
Production :

1025-170

1025/170

1025/170

ADVENTURE TIME



Dialog: Maja / ① Darren ② the ancient ③ sleeper
(A) (A1) (A2)



Maja / ① A - ② RISE !

JAN 3 1 2014



ADVENTURE TIME



Page 26

Sc.

29 cont Pnl. B

Bg.

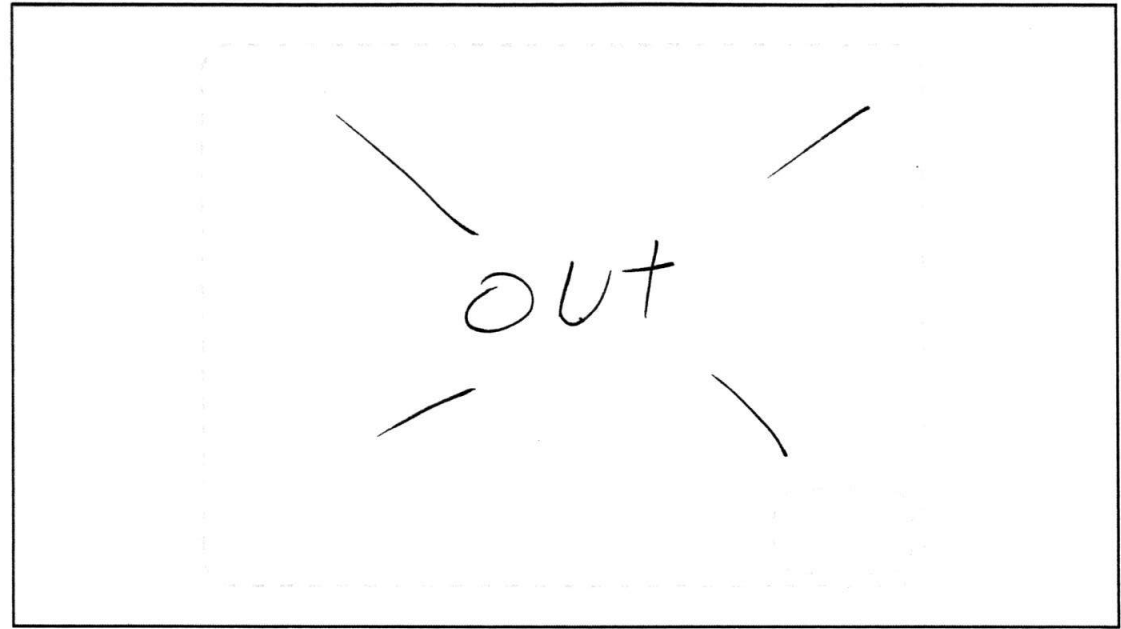
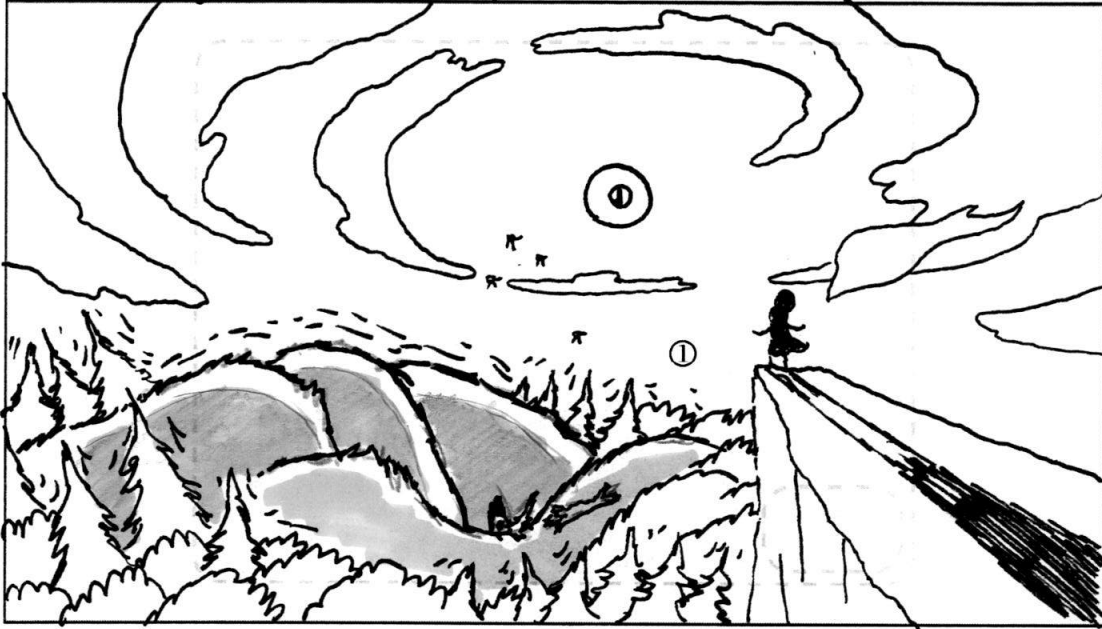
day night

Sc.

Pnl.

Bg.

day night



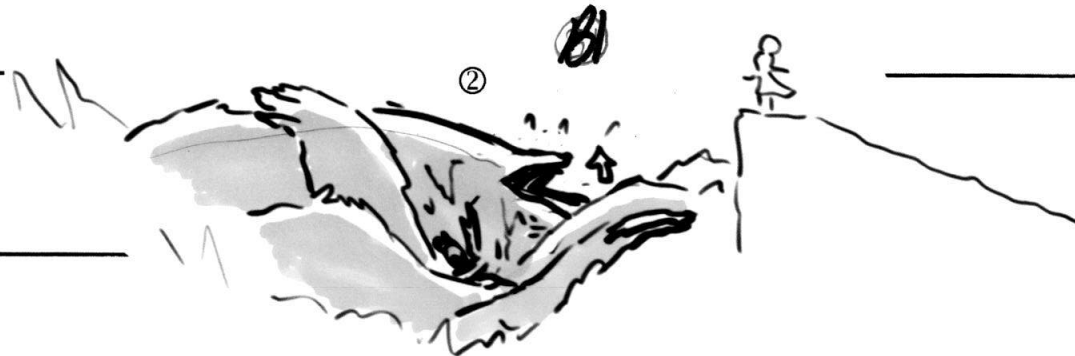
Dialog:

SFX: RUMBLE

Action:

— Tree falls over revealing Darren's eye

Timing:



JAN 31 2014

EPISODE #

1025-170

1025/170

Production :

1025/170.

ADVENTURE TIME



Page 27

Sc. 29 CONT Pnl. C Bg. day night



Sc. 29 CONT Pnl. D Bg. day night



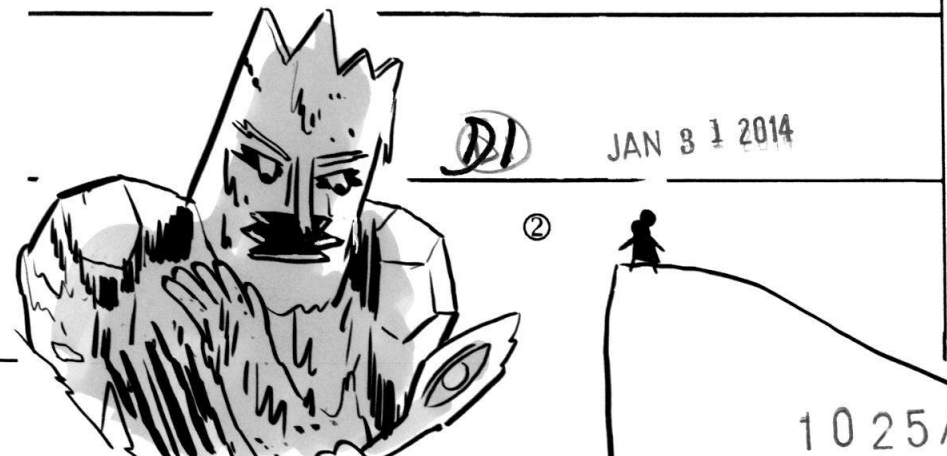
Dialog:

SFX: * RUMBLING CONTINUES *

Action:

- DARREN SLOWLY RISES FROM THE GROUND.

Timing:



EPISODE #

1025-170

1025/170

Production :

1025/170

ADVENTURE TIME



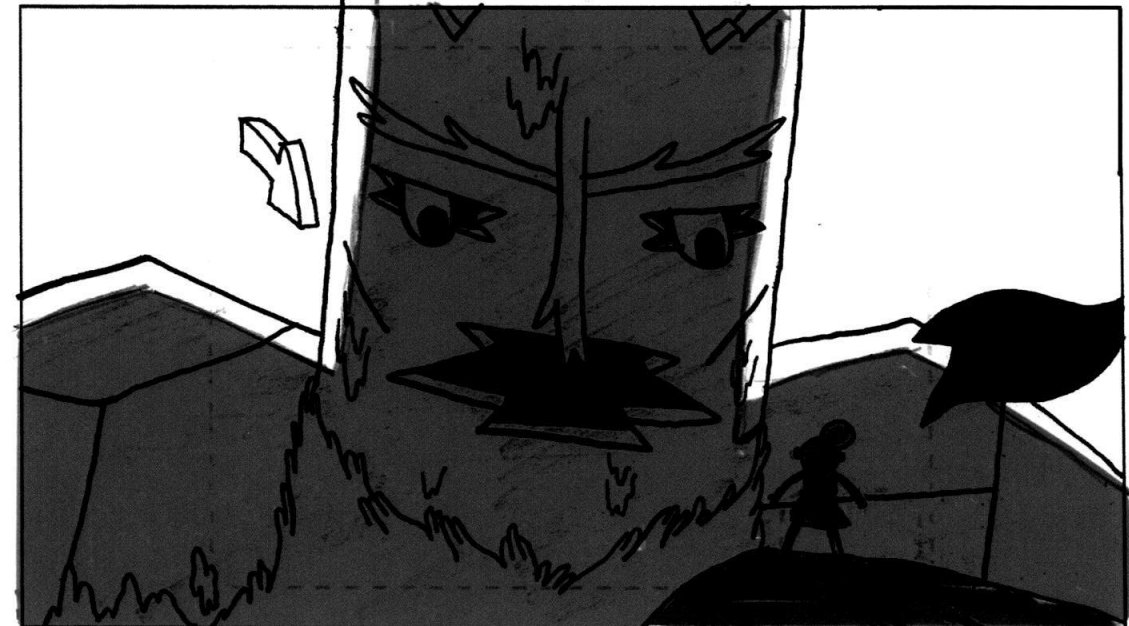
Hu
Cut

Pg. 28

Sc. 29 *CONT* Pnl. E Bg. day night



Sc. 30 Pnl. A Bg.



Dialog: Darren / I had a dream I was fighting an army --

JAN 31 2011

Action: - DARREN LEANS TOWARDS MAVA.

Timing:



EPISODE # 1025-17

1025/170

Production :

1025/170

ADVENTURE TIME

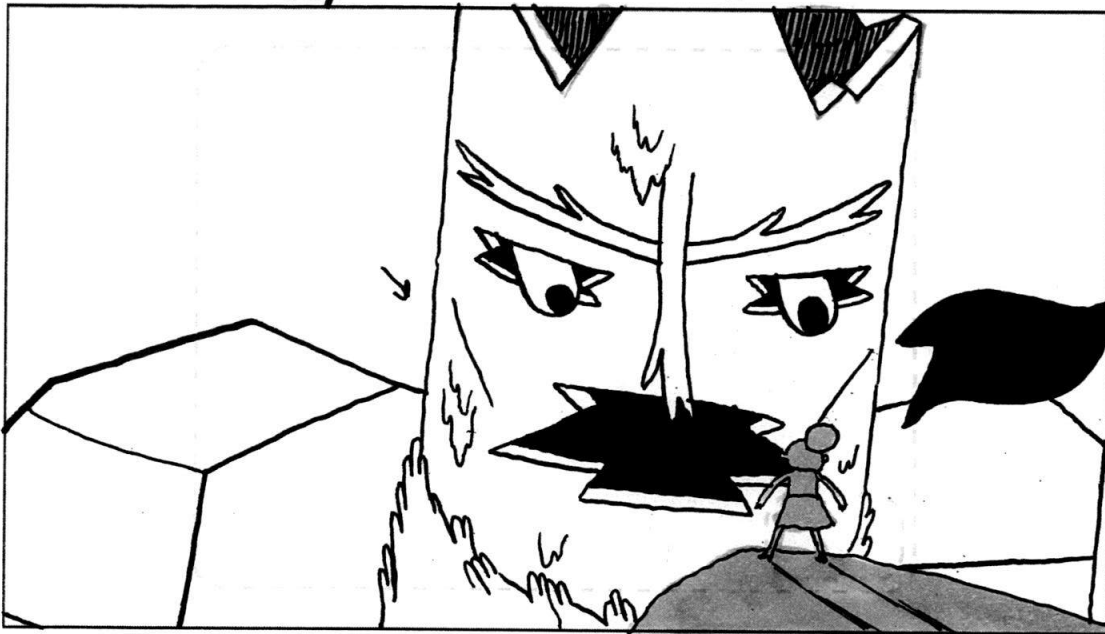


Hu
Cut

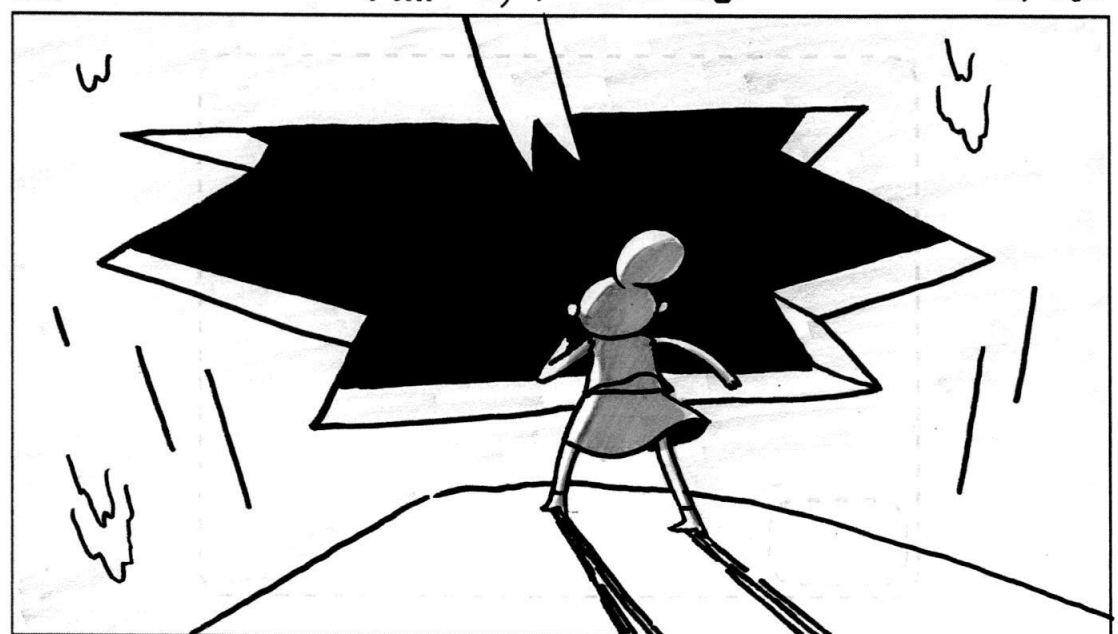
Page 29

Hu
Cut

Sc. 30 *cont* Pnl. B Bg. day night



Sc. 31 Pnl. A Bg. day night



Dialog:

Darren/ - (cont) that could birth new soldiers from their own blood.

Darren/ I was endless

Action:

- Darren's breath gusting Mojan's hair + skirt

Timing:

JAN 31 2014
(A1)
Hair
blown
by Darren's
Breath

EPISODE #

Production :

1025/170 1025-170

1025/170

Hi
Cut

ADVENTURE TIME

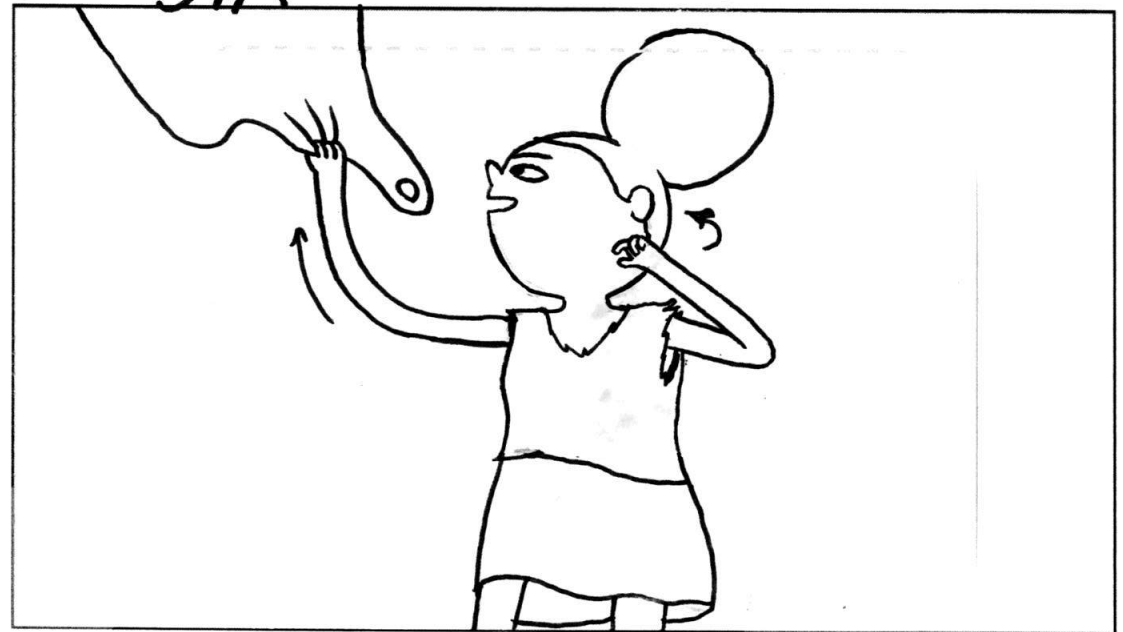


Page 30

Sc. 31A Pnl. A Bg. day night



Sc. 31A cont Pnl. B Bg. day night



Dialog: Darren/ Does that make sense? Maja/ Yes



- MAJA GRABS CAPE

JAN 31 2014

EPISODE #

1025-170

1025/170

Production :

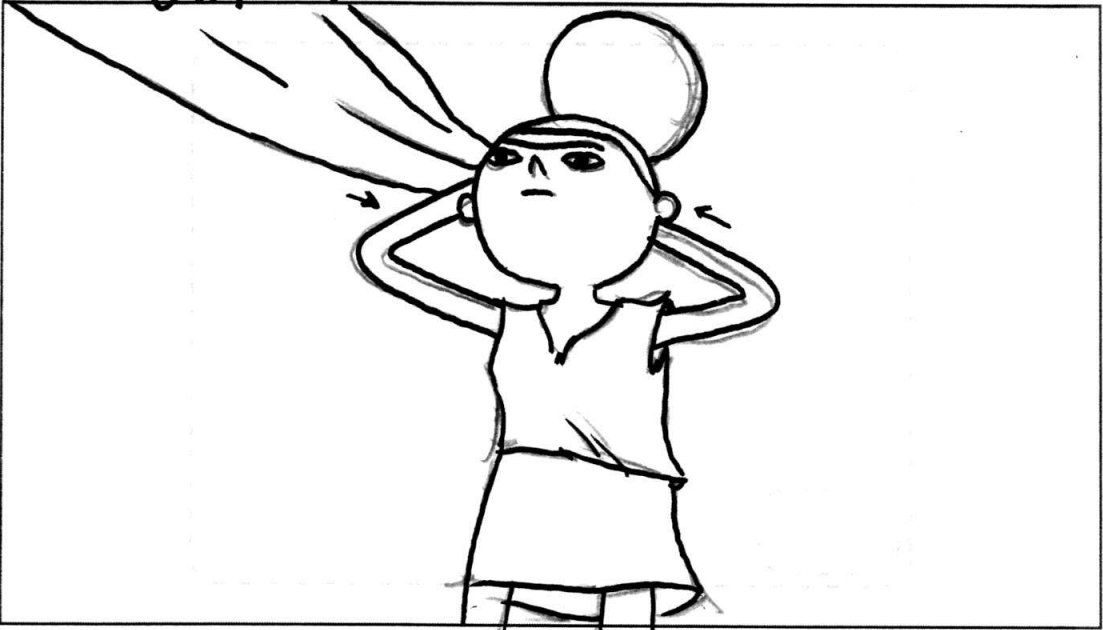
1025/170

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ADVENTURE TIME



Sc. 31A CONT Pnl. C Bg. day night



Sc. 31A CONT Pnl. D Bg. day night



Dialog: (Beat) Maja/ Yov wanna --

JAN 3 1 2014

Action: Timing:



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1025-170

1025/170

Production :

1025/170

ADVENTURE TIME



Page **32**

Sc. **31A**

Pnl. **E**

Bg.

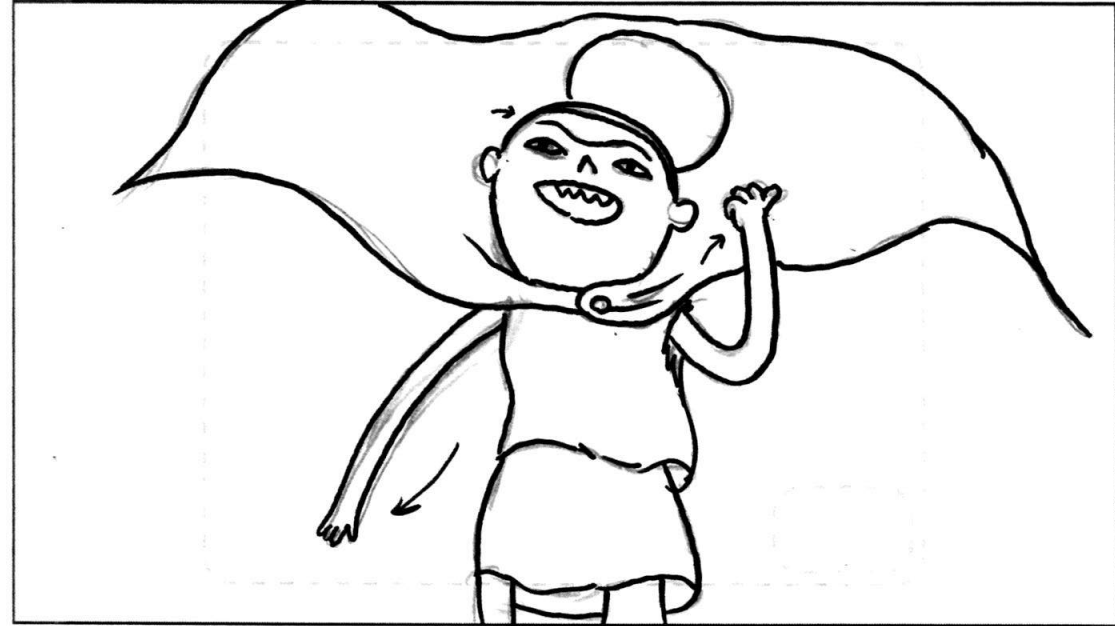
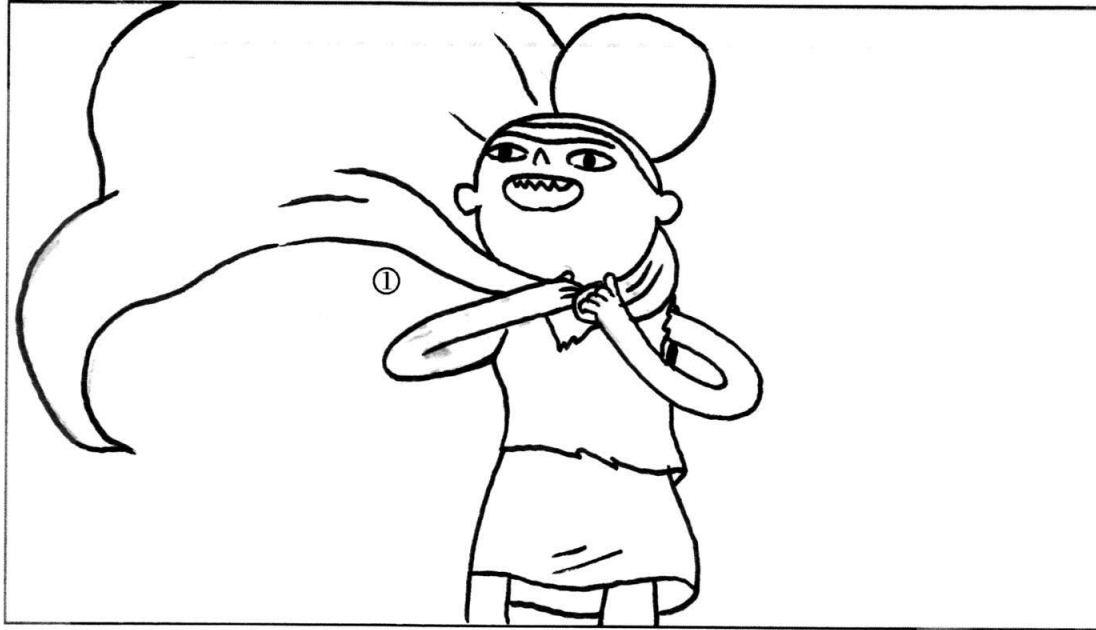
day night

Sc. **31A CONT**

Pnl. **F**

Bg.

day night

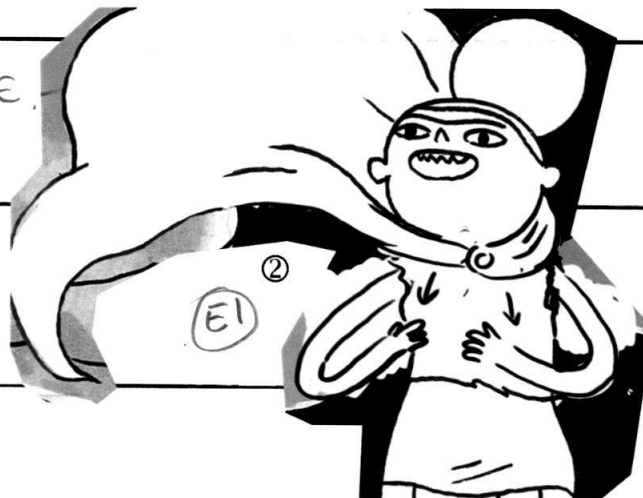


Dialog: Maja (cont) go conquer

Maja (cont.) the candy Kingdom?

Action: - MAVA RE-FASTENS CAPE.

Timing:



JAN 31 2014

EPISODE #

1025-170

Production :

1025/170

HU
cut

ADVENTURE TIME



HU
cut

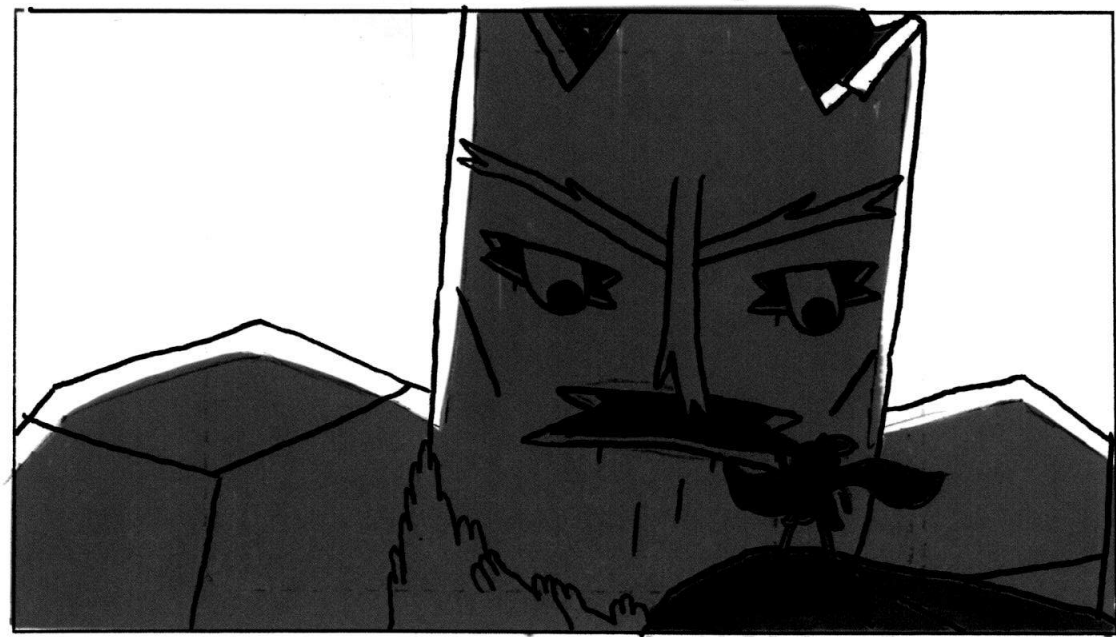
HU
cut

Sc. 32

Pnl. A

Bg.

day night

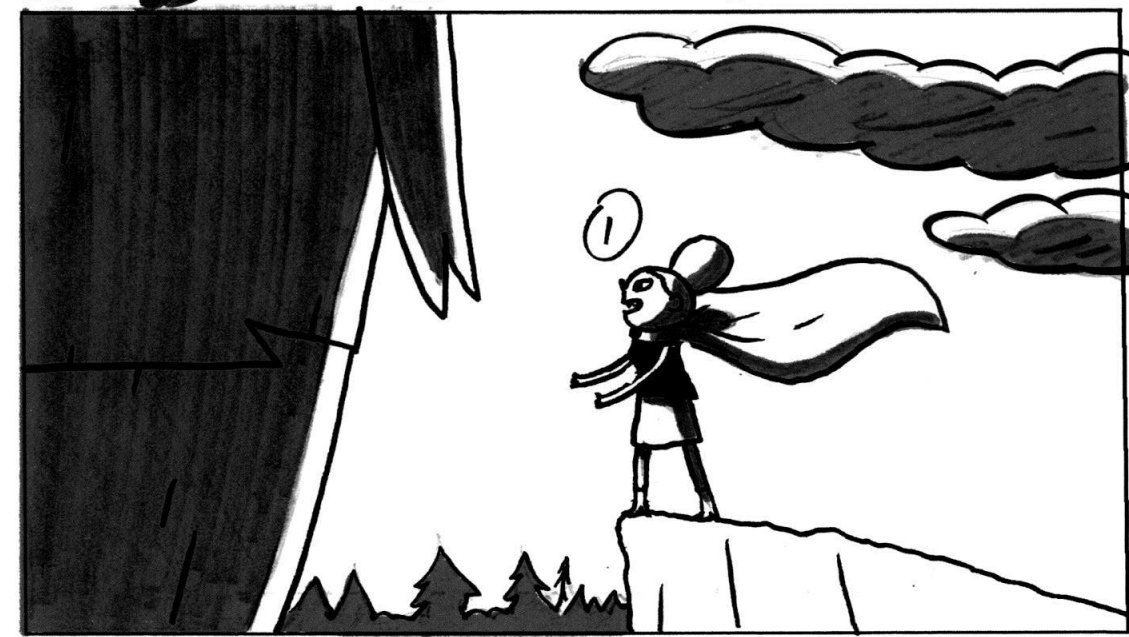


Sc. **33**

Pnl. A

Bg.

day night



Dialog:

Darren / what's that?

Action:

Timing:

Maja ① It's a place that contains the ② highest levels of caring and ③ sentimental affection ④ in all of Ooo.



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125-170

1025/170

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ADVENTURE TIME



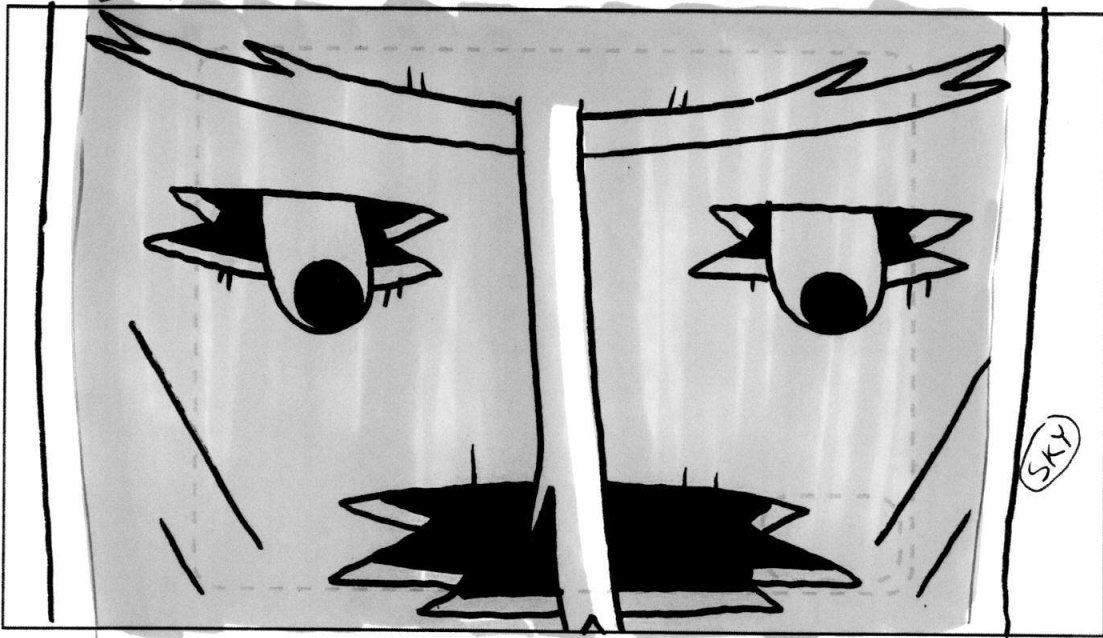
Page **34**

Sc. **34**

Pnl. **A**

Bg.

day night



Sc. **34 CONT** Pnl. **B**

Bg.

day night



Dialog:

Darren/ what is "caring" ?

Darren/ what kind of World is this?

Action:

Timing:

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1025/170

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Hu
Cut

Hu
Cut

Ho Cut

ADVENTURE TIME

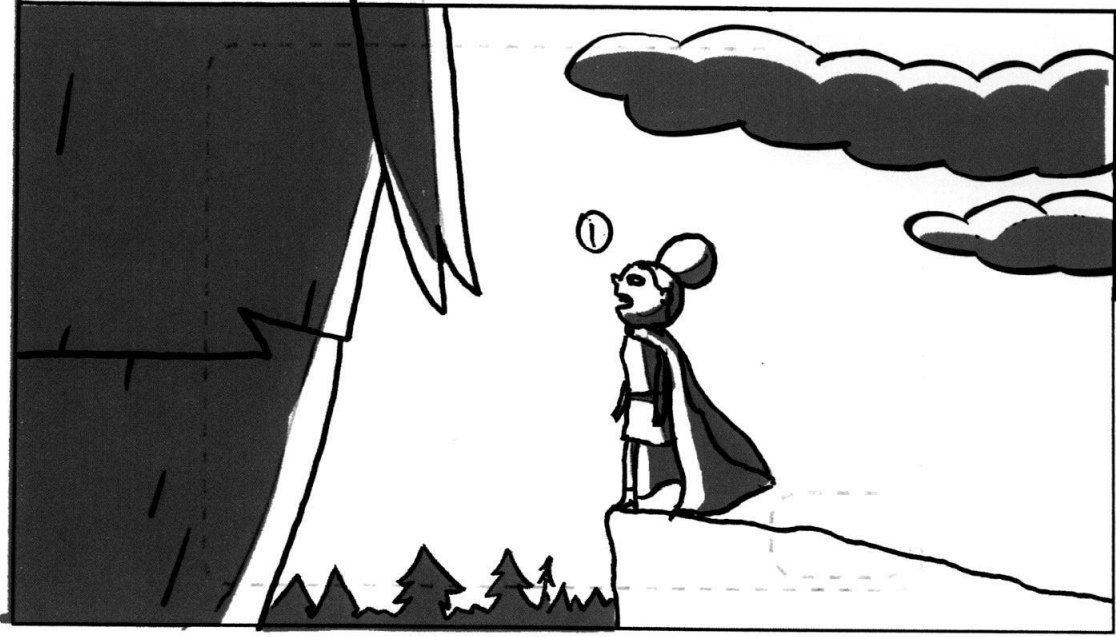


Sc. **35**

Pnl. **A**

Bg.

day night

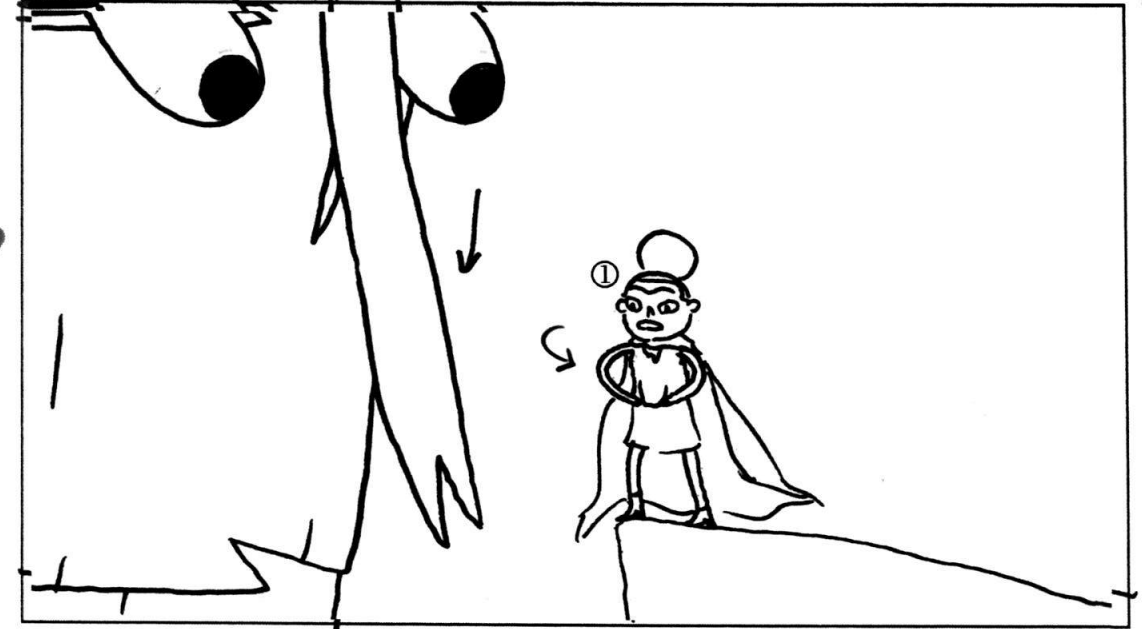


Sc. **35 CONT**

Pnl. **B**

Bg.

day night

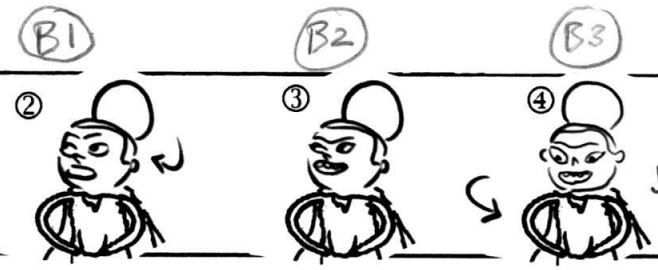


Dialog: Maja ① It's a feeling I use in my magic
② to give me power.

Maja Like this shirt that was the
priced possession of Princess Bubblegum

Action: - DARREN LOWERS HEAD.

Timing:



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1025-170

1025/170

1025/170

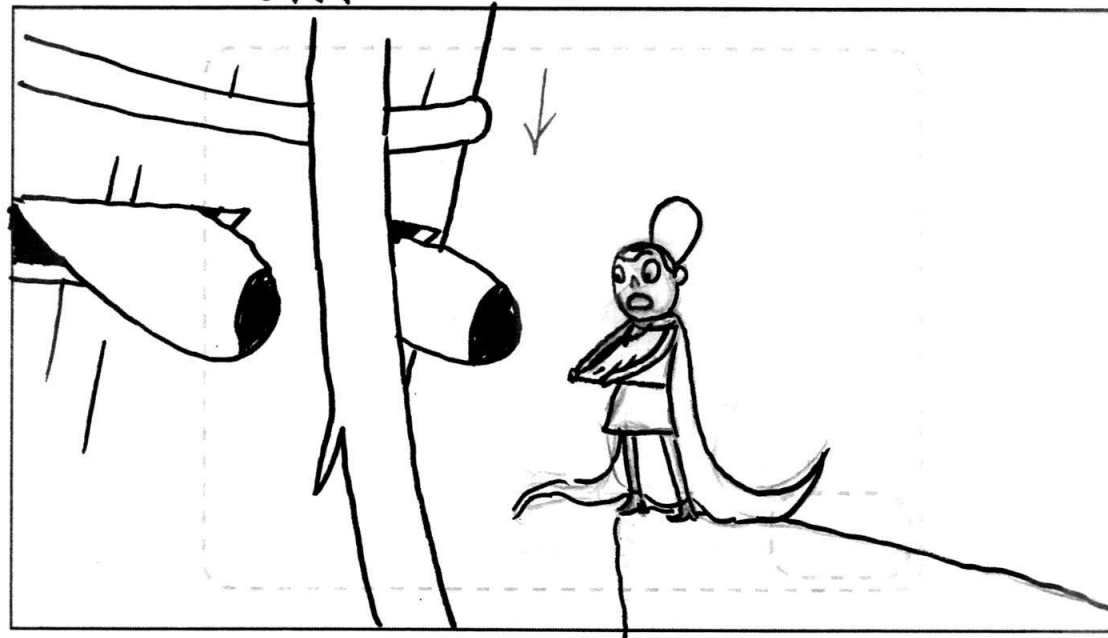
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ADVENTURE TIME

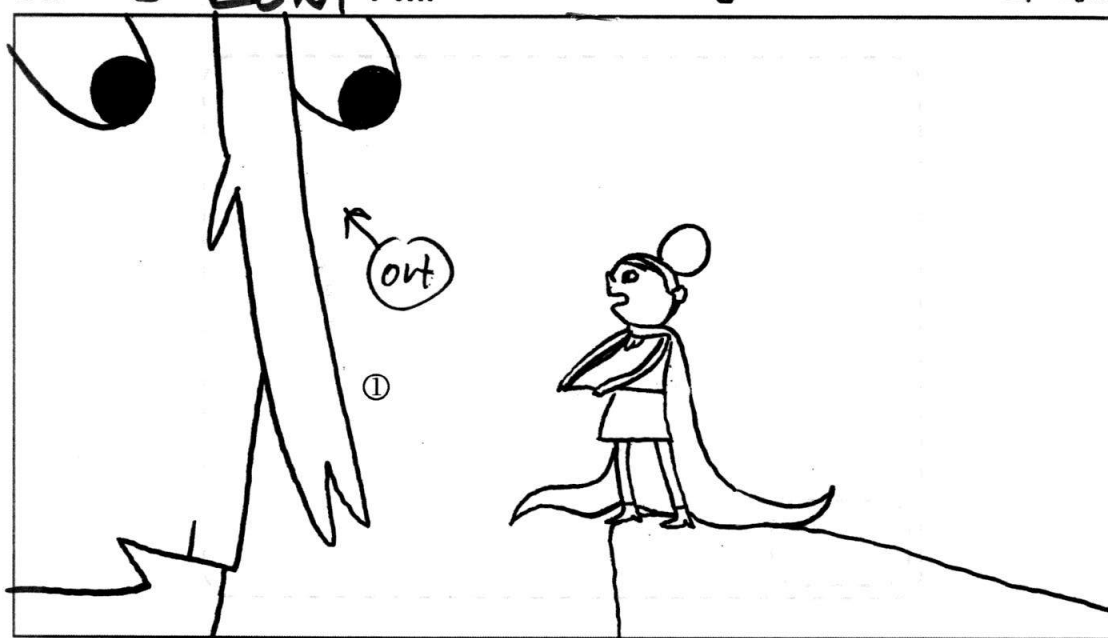


Page **36**

Sc. **35 CONT** Pnl. **C** Bg. day night



Sc. **35 CONT** Pnl. **D** Bg. day night



Dialog:	<u>Maja</u> with the feelings in this shirt I was able to summon you.	
Action:	sfx/ loud sounds of Darren adjusting his sitting position.	
Timing:		
<p>JAN 31 2014</p>		

HU
Cut

1025-170

EPISODE #

Production :

1025/170

HW
Cut

ADVENTURE TIME



Sc. **36**

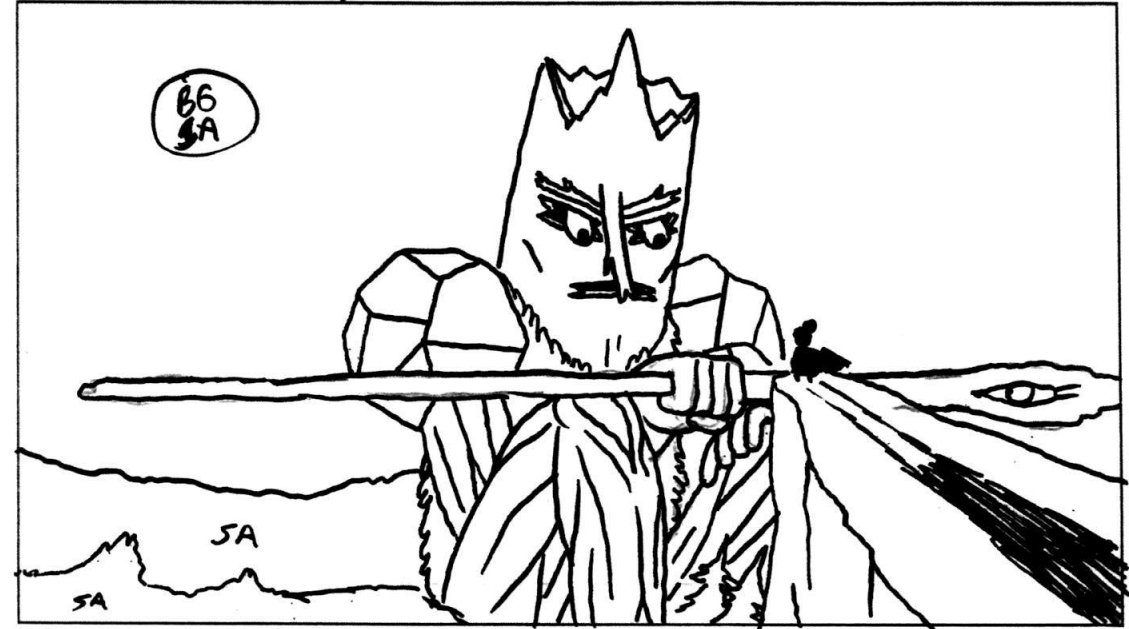
Pnl. **A**



Sc. **36 CONT** Pnl. **B**

Bg.

day night



Dialog:

Darren ① I don't -
② ≡ sigh ≡



Action:

Timing:

Darren! walk me through this.

JAN 31 2014

EPISODE #

1025-170

Production :

1025/170

1025/170

Ho
cut

ADVENTURE



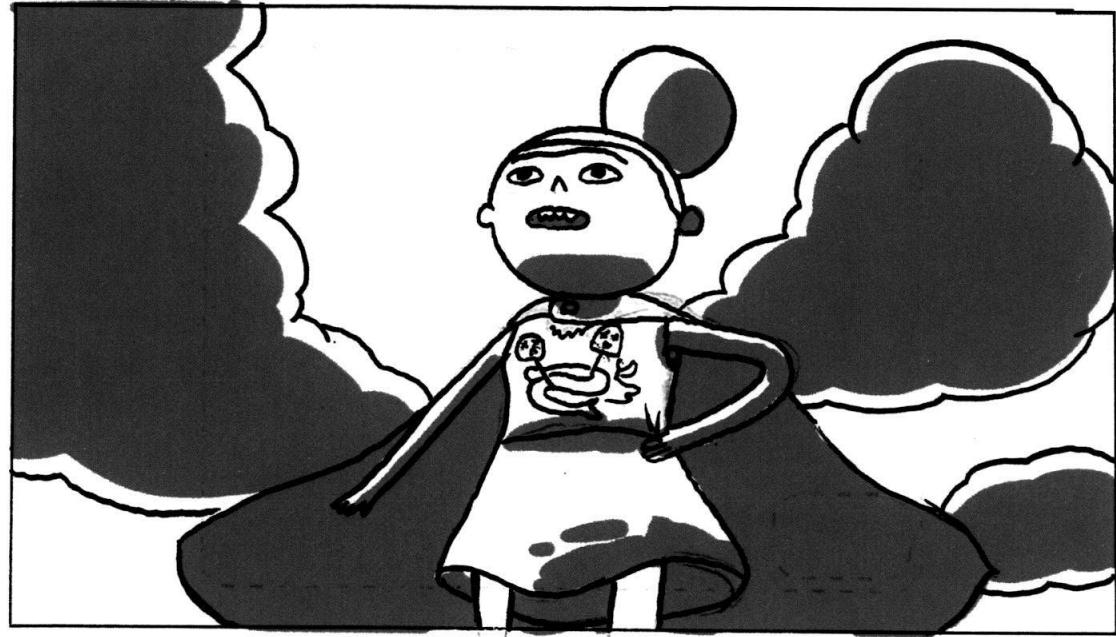
Ho
cut

Pg. 38

Sc. 37

Pnl. A

night



Sc. 38

Pnl. A

Bg.



Ho
cut

Dialog:	Maja/ Alright.	Darren/ This Kingdom of Candy...
Action:		
Timing:		



(A)

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Ho
Cut

ADVENTURE TIME



Ho
Cut

Page 39

Sc.

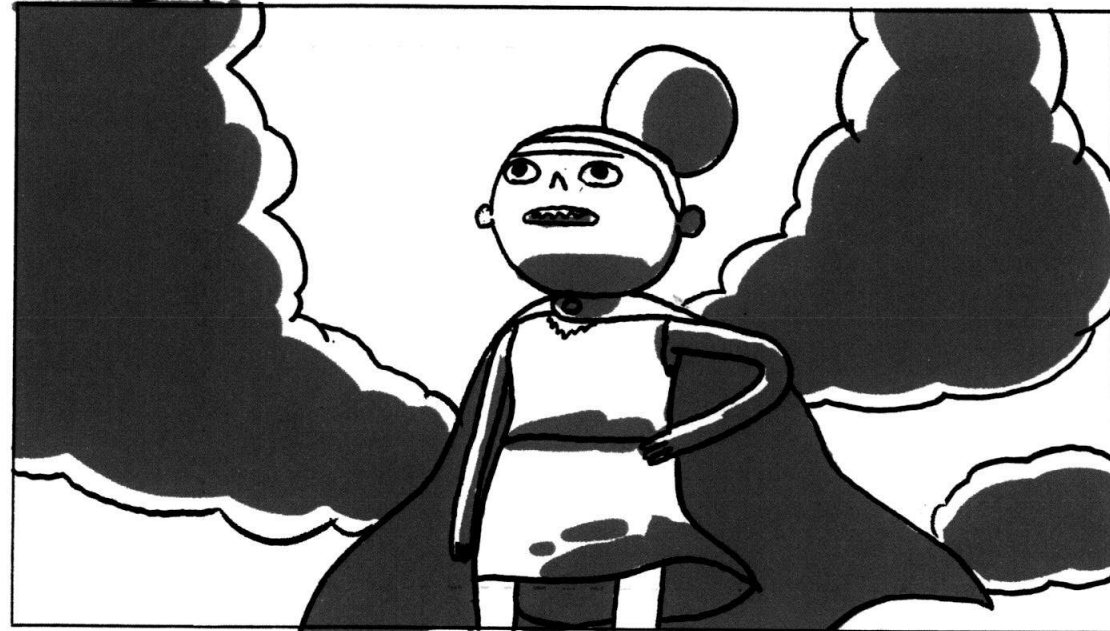
39

Pnl.

A

Bg.

day night



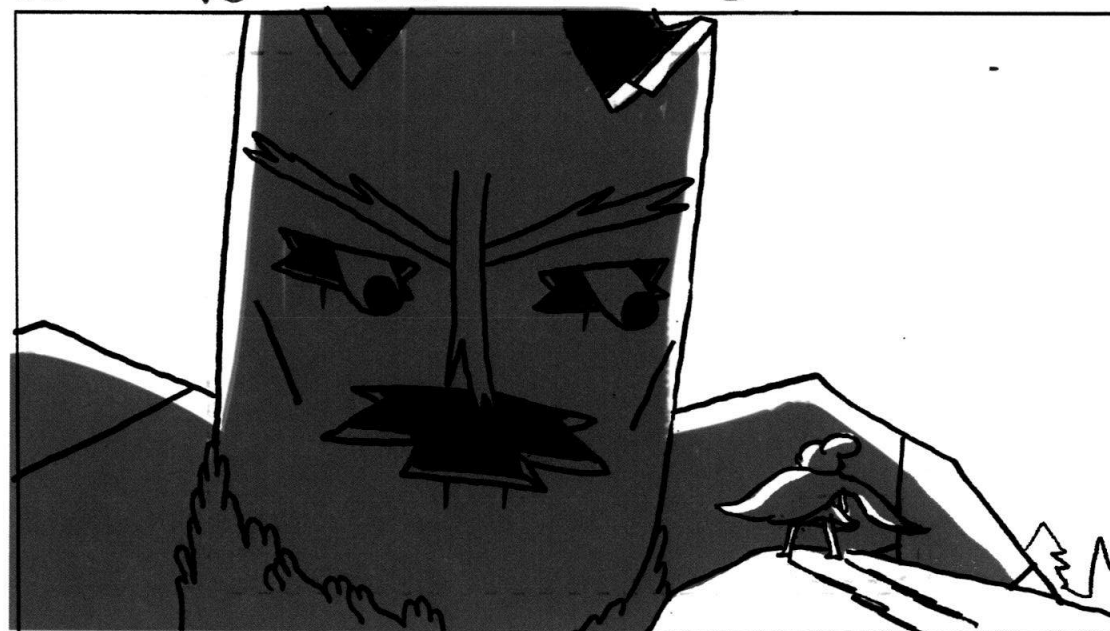
Sc.

40

Pnl.

A

Bg.



Dialog:

Maja/ Yes.

Darren/ I will lay it to waste.

Action:

Timing:

JAN 31 2014

EPISODE #

Production :

1025/170

1025-170

1025/170

ADVENTURE TIME



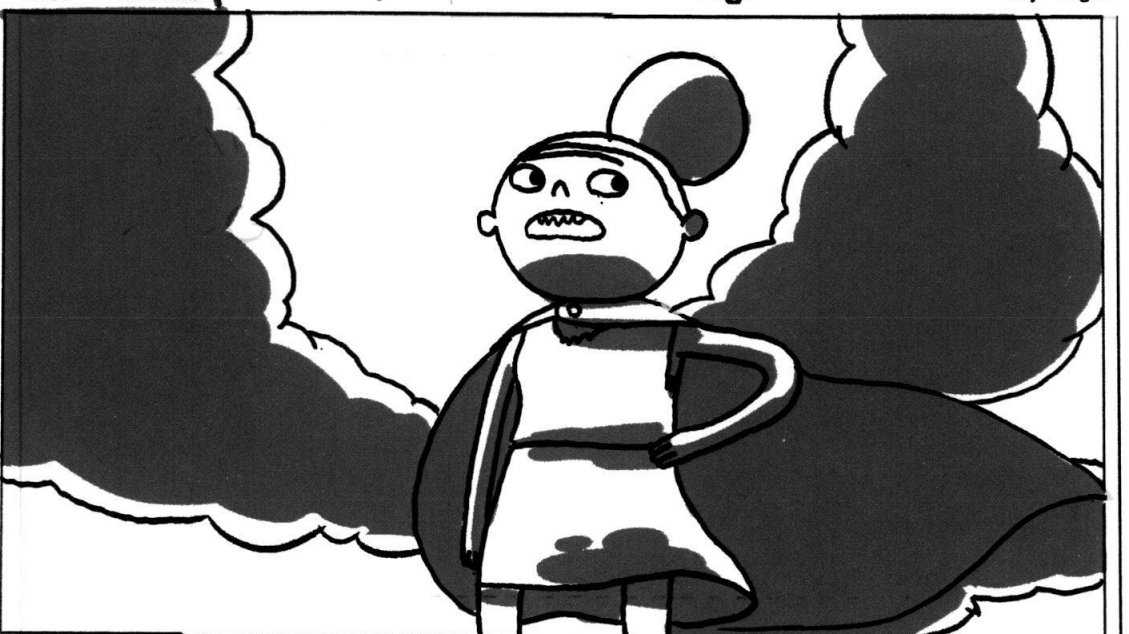
the cut

Page 40

Sc. 40 CONT Pnl. B Bg. day night



Sc. 41 Pnl. A Bg. day night



the cut

Dialog: Darren ① Turn their people ② to salt... Maja! Yeah...

② BI

JAN 31 2014

1025-170

EPISODE #

Production :

1025/170

1025/170



ADVENTU

Sc. 42

Pnl. A

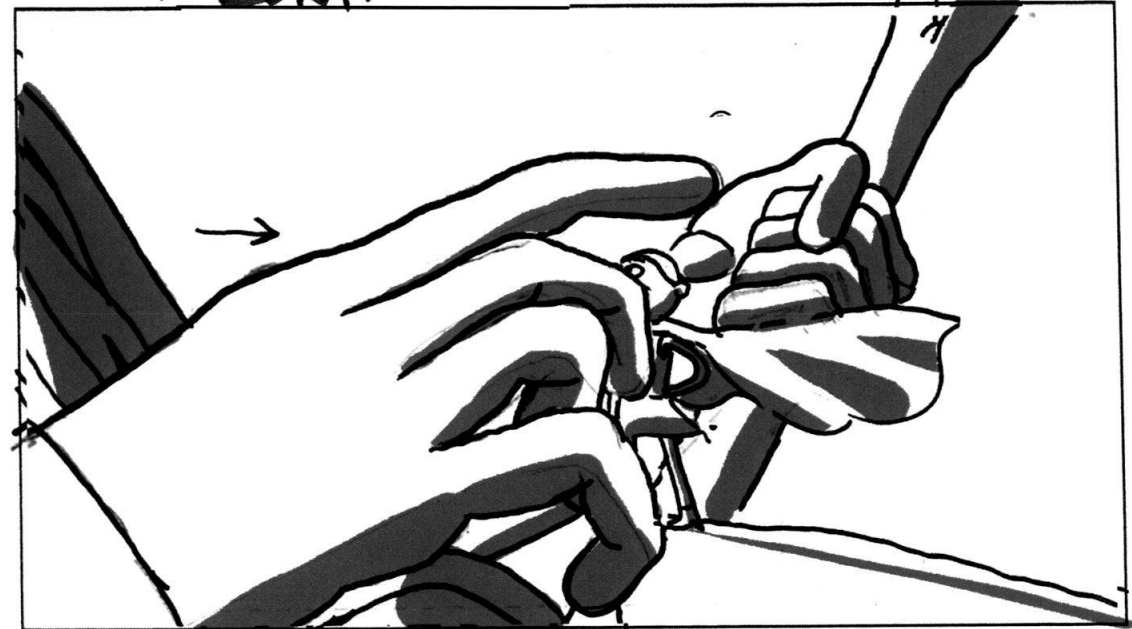
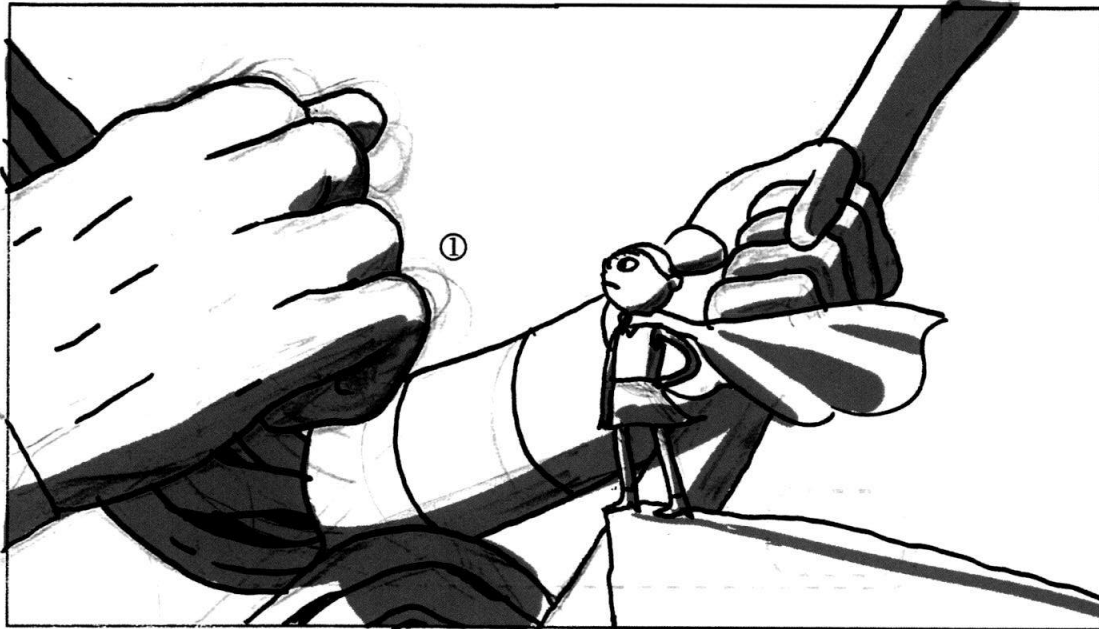
day night

Sc. 42 CONT. PNL. B

Bg.

Page 41

day night

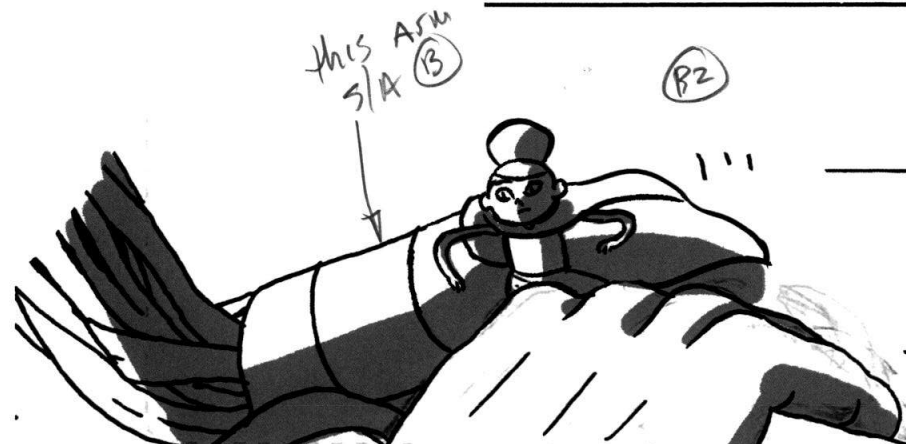


Dialog: Darren / And garnish a million meals with the salt

Darren / which we will

Action:

Timing:



JAN 3 2014

EPISODE #

1025-170

1025/170

ADVENTURE TIME

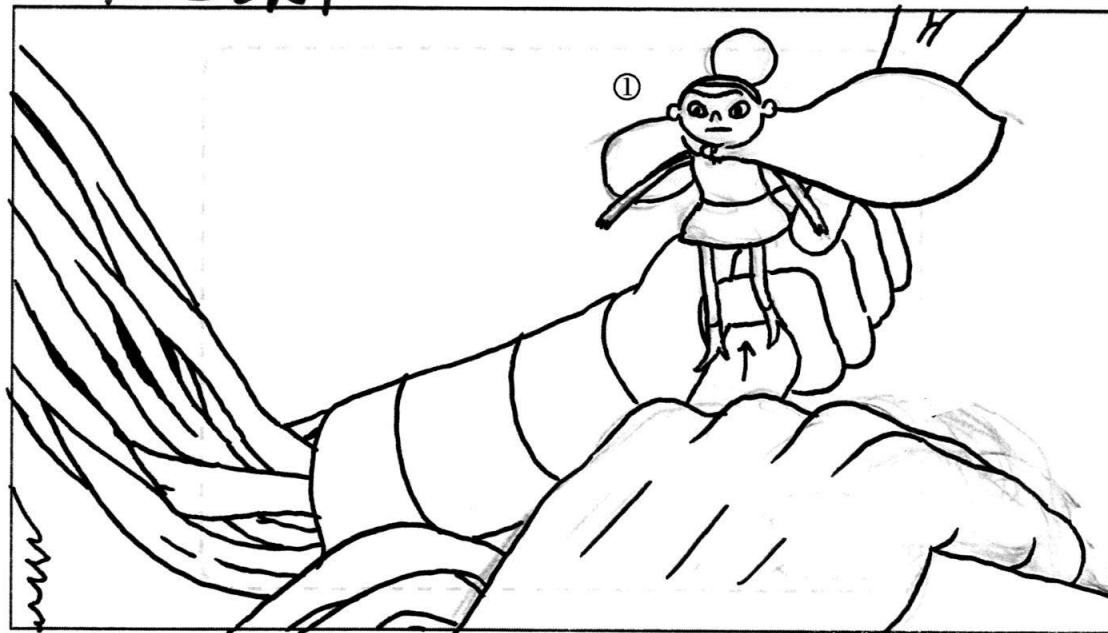


Page **42**

Sc. **42 CONT** Pnl. **C**

Bg.

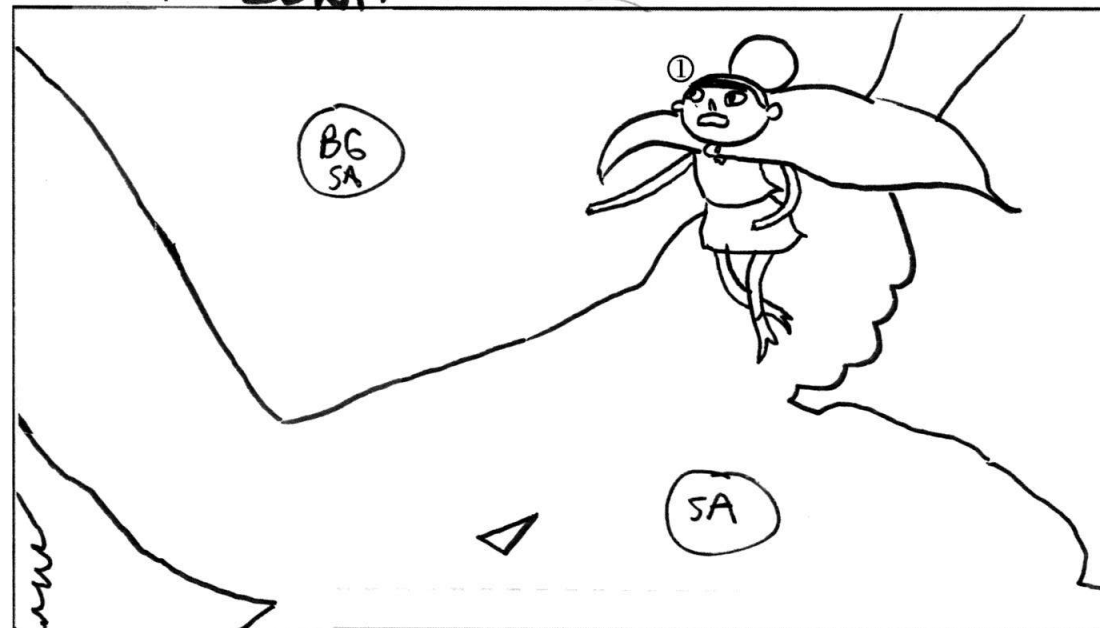
day night



Sc. **42 CONT** Pnl. **D**

Bg.

day night



Dialog: Darren eat for eternity.

Maja OK that's not my plan exactly --

Action: - MAJA FLOATS OUT OF THE PATH OF DARREN'S HAND.

Timing:



EPISODE #

1025-170

Production :

JAN 31 2014

1025/170

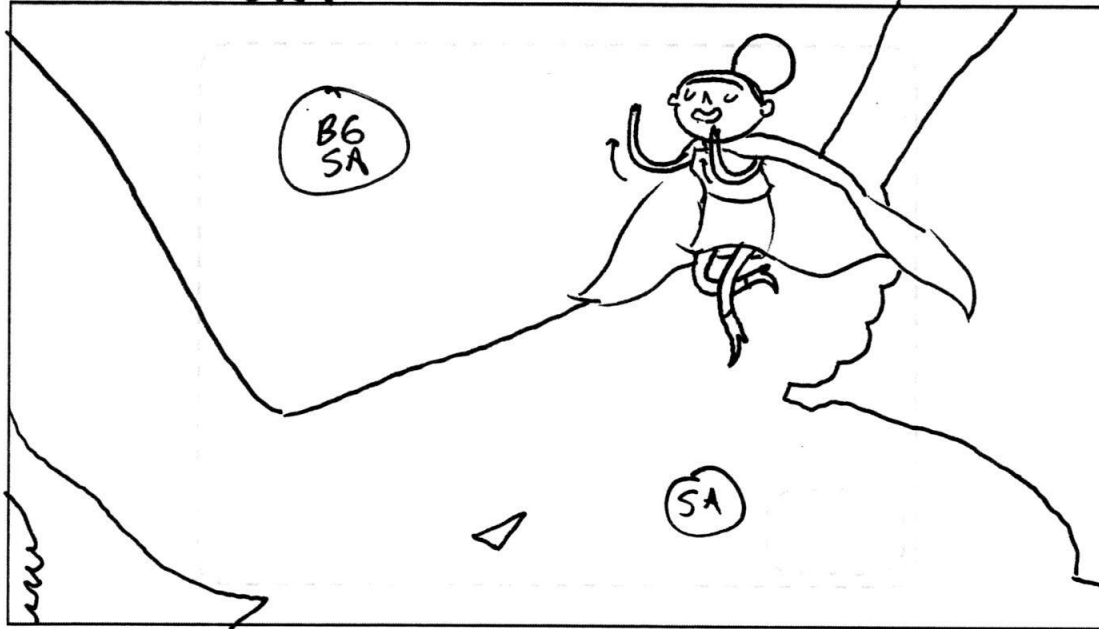
1025/170
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ADVENTURE TIME



Page **43**

Sc. **42 CONT** Pnl. **E** Bg. day night



Sc. **42 CONT** Pnl. **F** Bg. day night



Dialog:

Maja BUT you'll be fine. (E)

Maja / I promise

Action:



Timing:

EPISODE #

1025-170

Production :

JAN 31 2014

1025/170

HU
Crt

ADVENTURE TIME



Page 44

sc 43

I. A

Bg.

day night



Sc.

43 CONT.

Pnl. B

Bg.

day night



Dialog: Darren/ I promise as well

Darren/ to deliver destruction so thorough--

SFX: *RUMBLING*

-DARREN STARTS TO RISE

A

Tim.



JAN 31 2014

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Production :

1025-171

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1025/170

ADVENTURE TIME

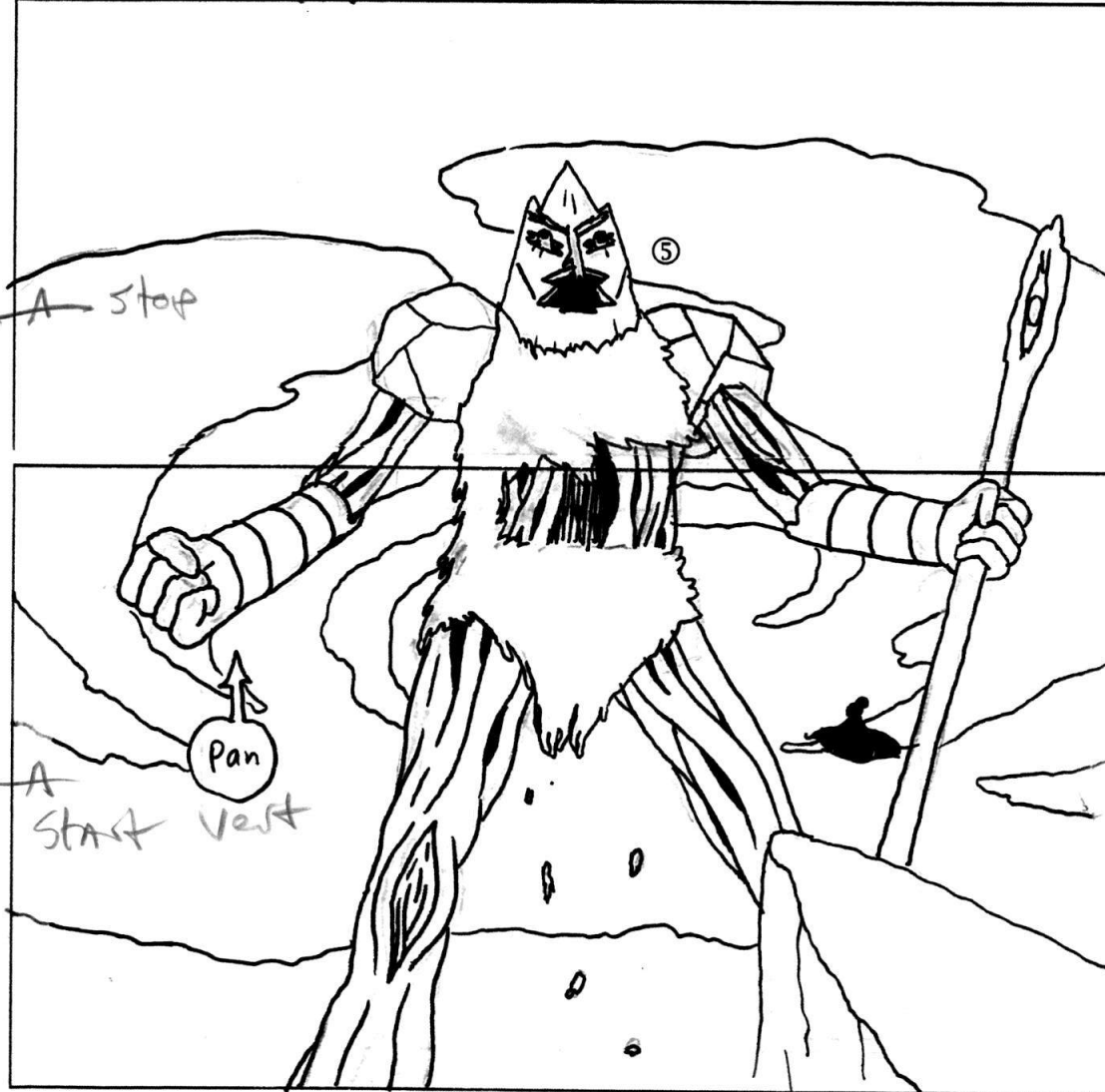


No SC 44

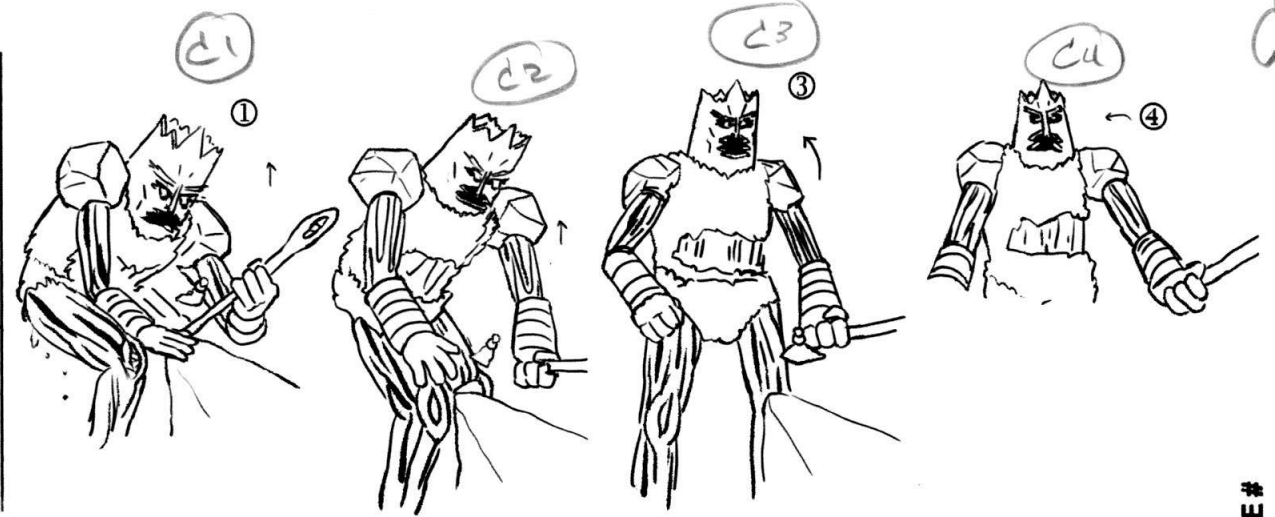
Page 45

Sc. 43 CONT Pnl. C Bg. day night

STOP



START



Darren(cont)/ that all realities are affected!

- DARREN RISES
VERT PAN W/ ACTION

EPISODE #

Production :

JAN 31 2014

1025/170

1025-170

Cut

ADVENTURE TIME



Cut

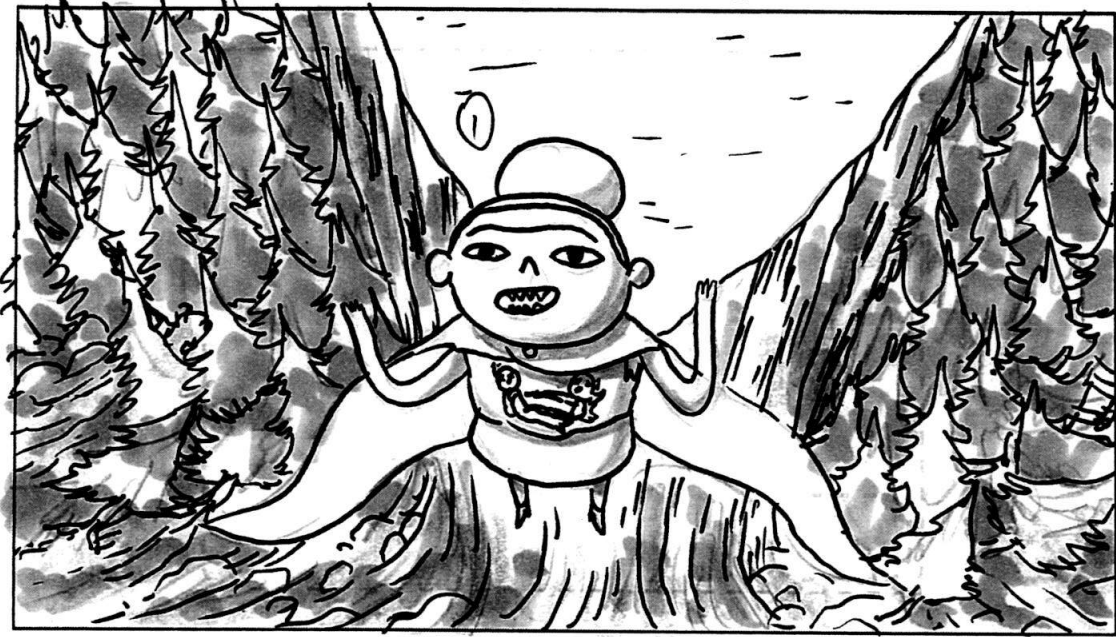
Cut

Sc. 45

Pnl. A

Bg.

day night

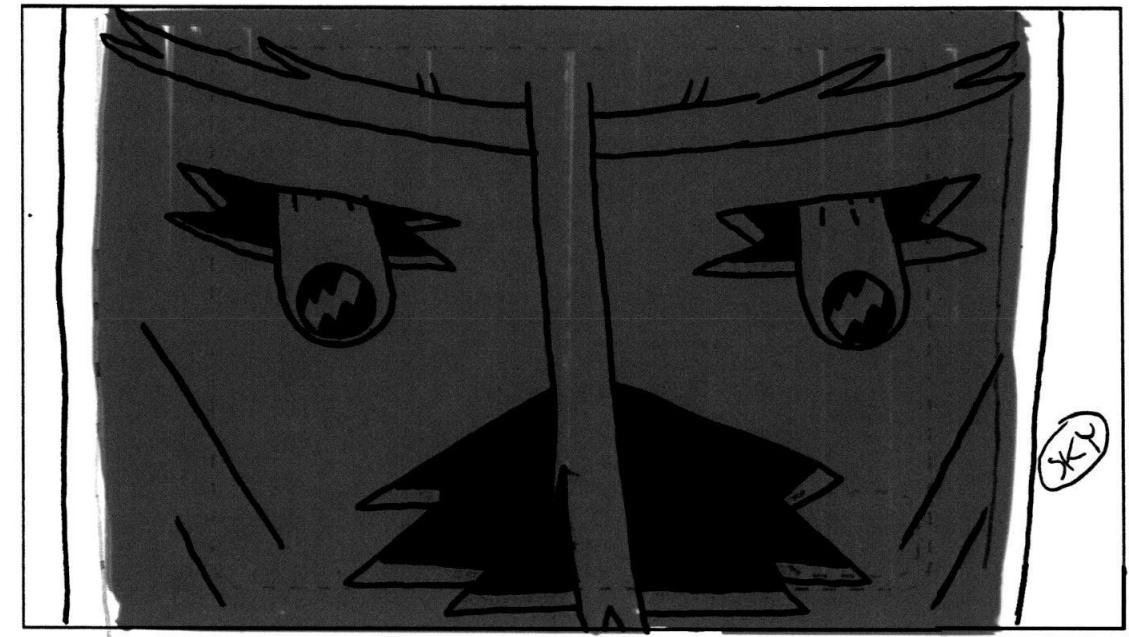


Sc. 46

Pnl. A

Bg.

day night



Dialog: Maja Dook well ② talk about that.

Darren / ALL REALITIES!!

Action:

Timing:



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1025/170

1025-170

1025/170

ADVENTURE TIME



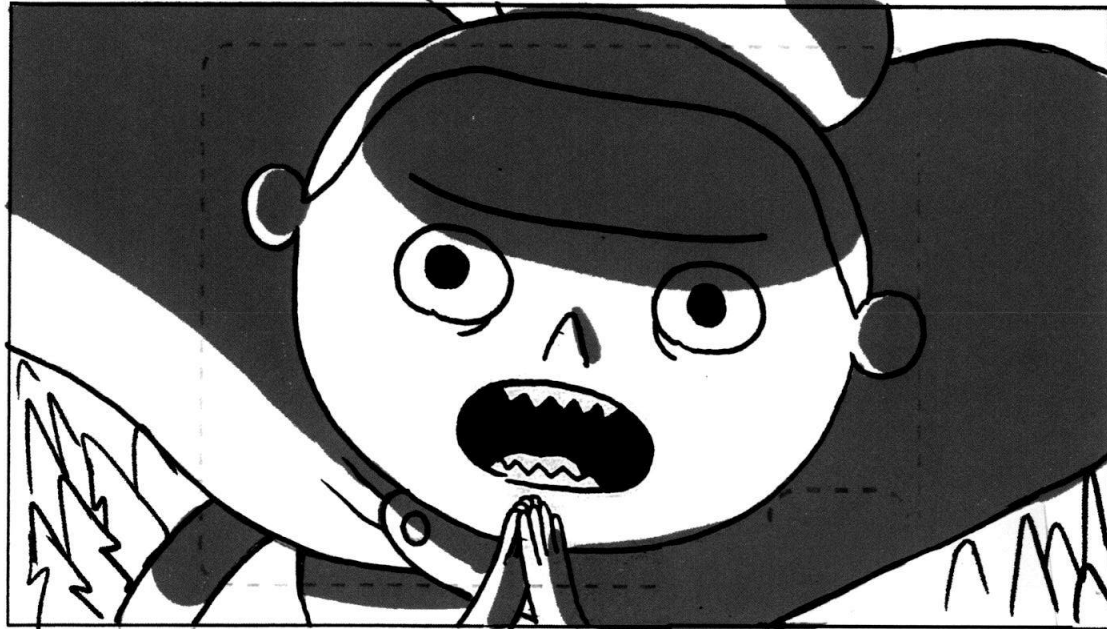
Page 47

Sc. 46A

Pnl. A

Bg.

day night

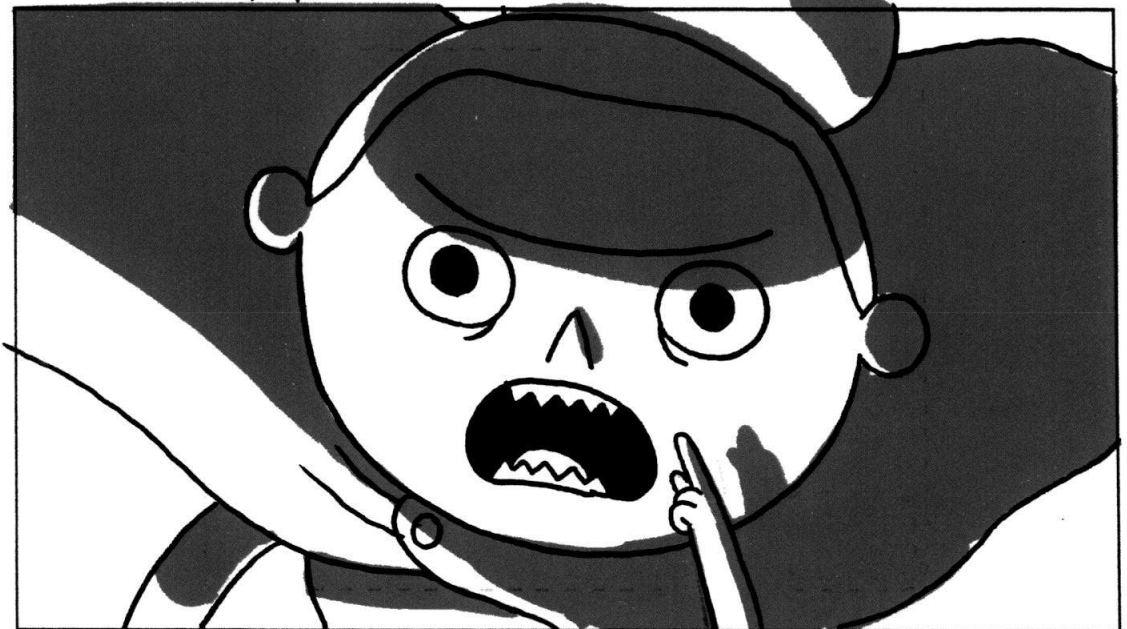


Sc. 46A CONT.

Pnl. B

Bg.

day night



Dialog:

Maja HEY!

Maja WE'LL TALK ABOUT IT!

Action:

Timing:

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Production :

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1025/170

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1025/170

Cut

ADVEN-----



Page **48**
NO PG-49 HU
day night

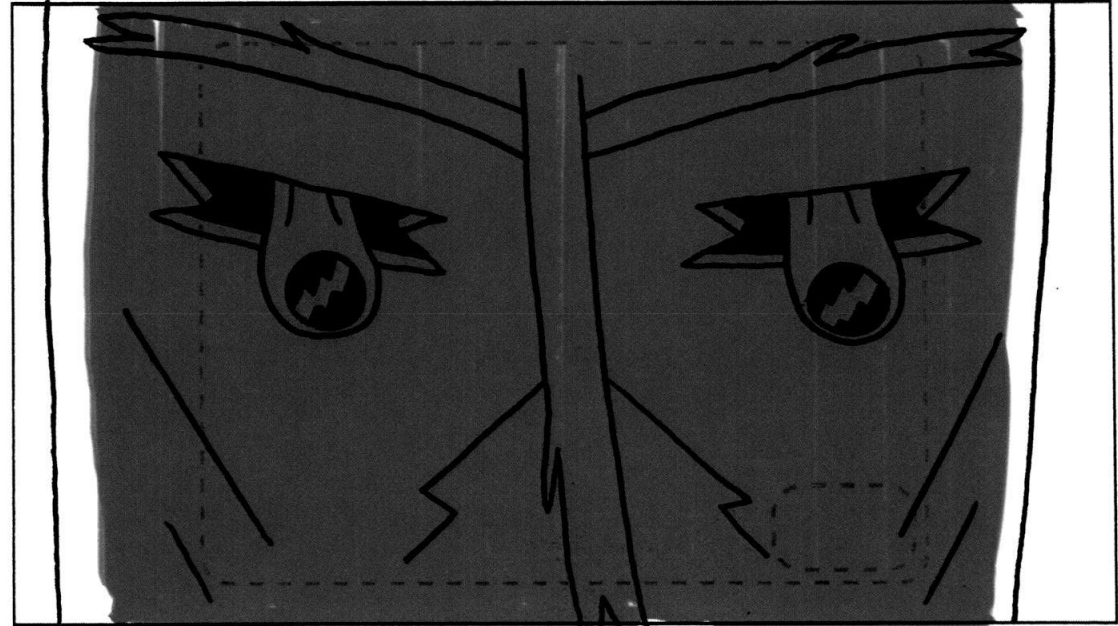
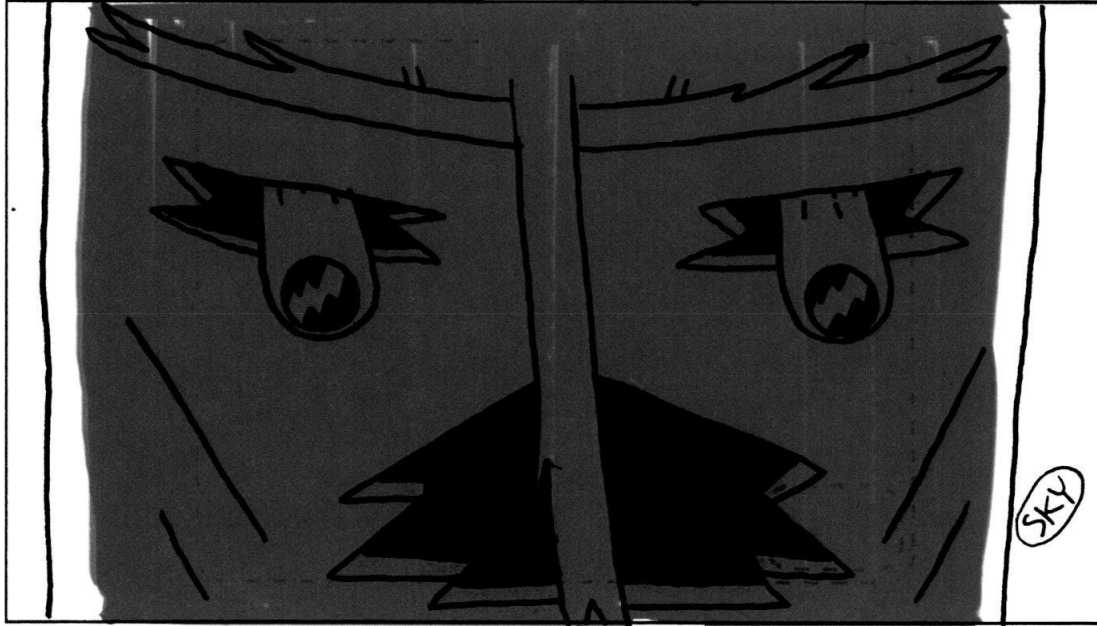
Sc. 46B

Pnl. A

day night

Sc. 46B CONT. Pnl. B

Bg.



cut
w/ x1055
post 170

EPISODE #

1025-170

Dialog:	(beat)	X DISS to XX
Action:		
Timing:	JAN 31 2014	

Production :

1025/170

Ho
cut w/ X-DISS
to post

ADVENTURE TIME



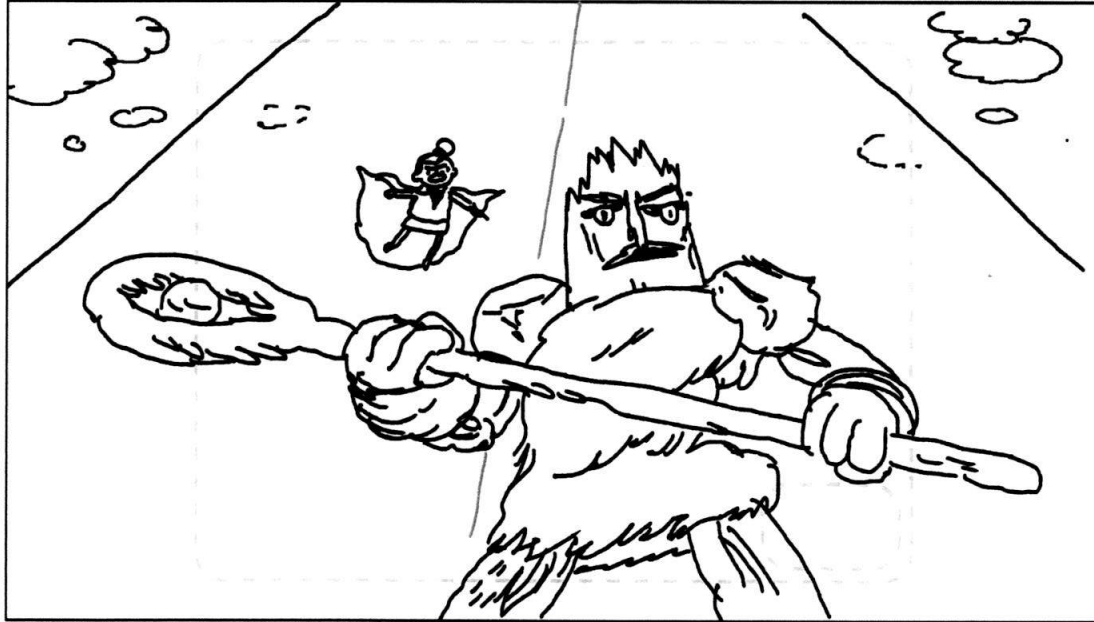
Page **50**

Sc. **47**

Pnl. A

Bg.

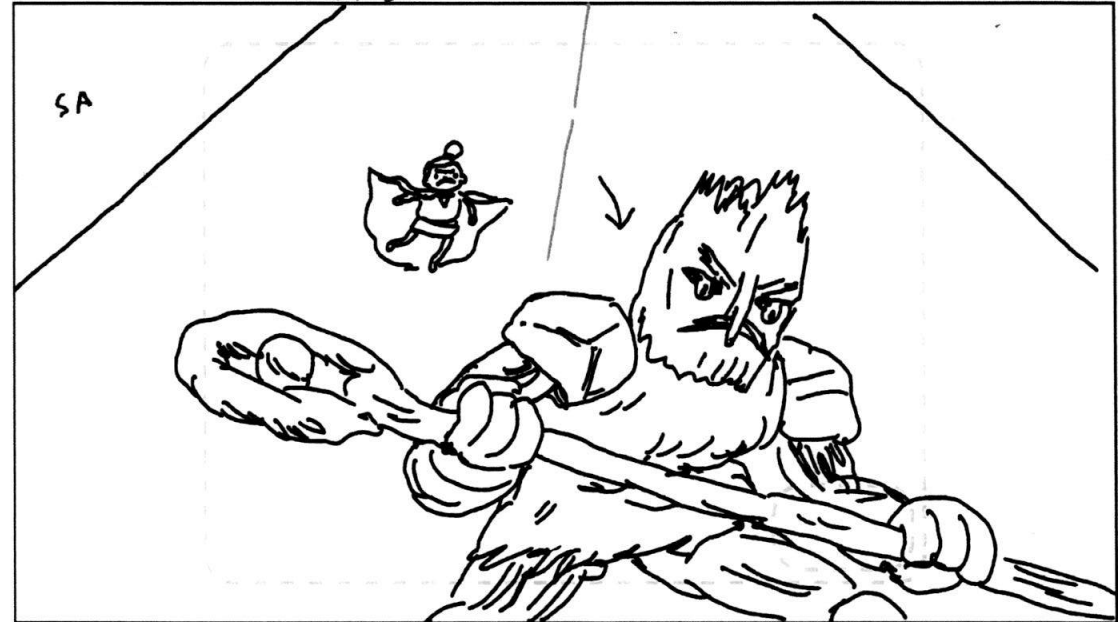
day night



Sc. **47 CONT.** Pnl. B

Bg.

day night



Dialog:

MAUVE / BREAK THIS WITCH OUT,
DARREN!!

Action:

ANTIC

Timing:

JAN 31 2014

EPISODE #

Production :

1025-170

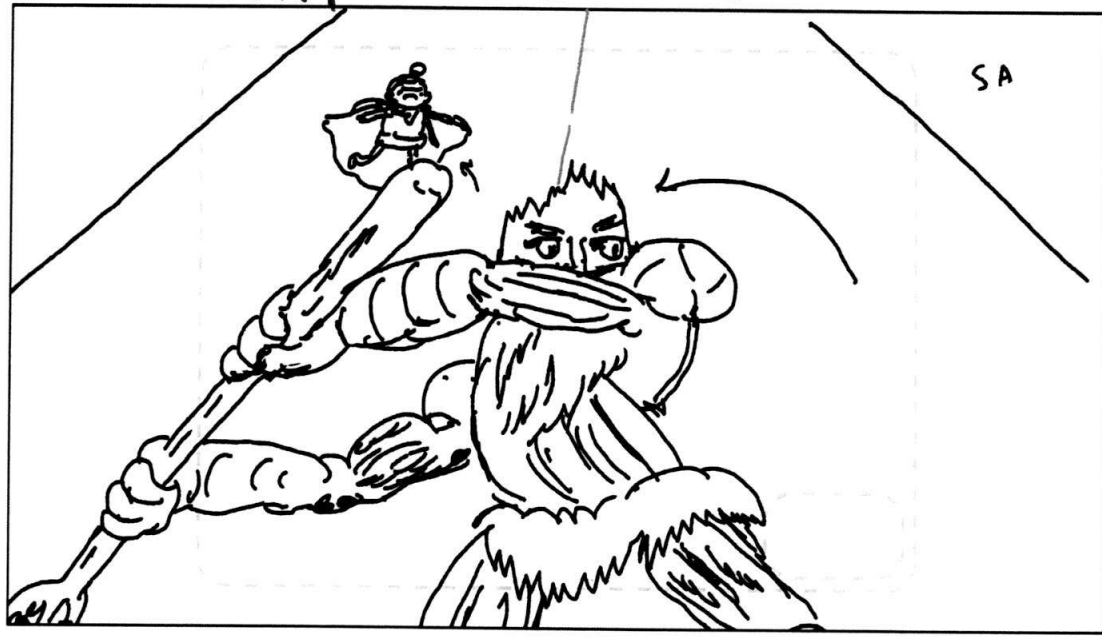
1025/170

1025/170

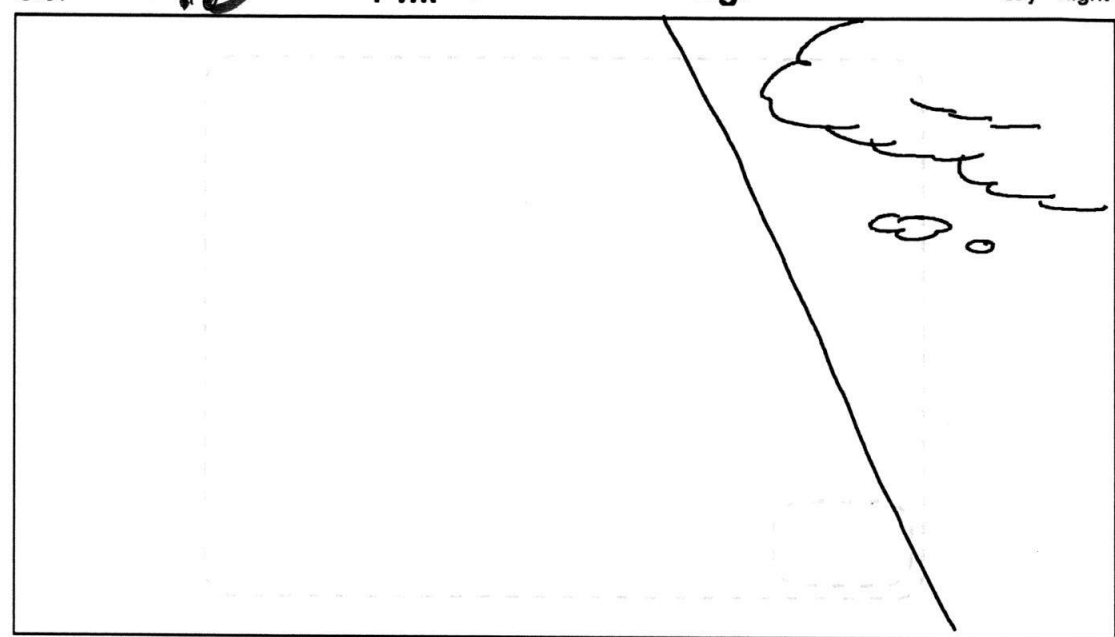
ADVENTURE TIME



Sc. 47CONT Pnl. C Bg. day night



Sc. 48 Pnl. A Bg. day night



Dialog:
Action: - DARREN REARS BACK.
Timing:

JAN 31 2014

EPISODE #

Production :

1025-170

1025/170

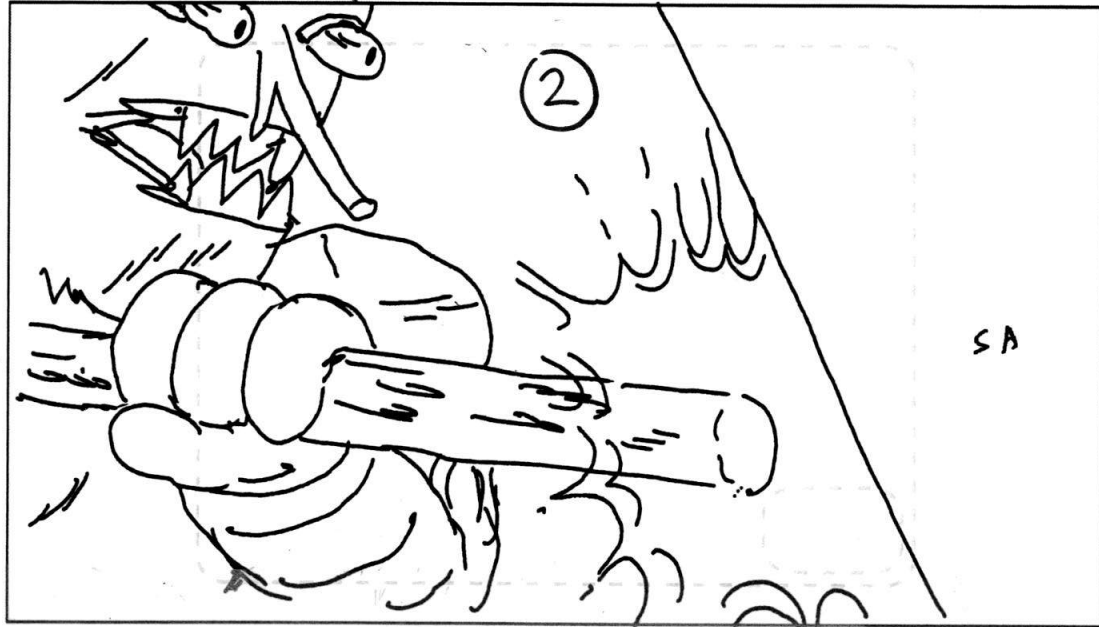
1025/170

ADVENTURE TIME

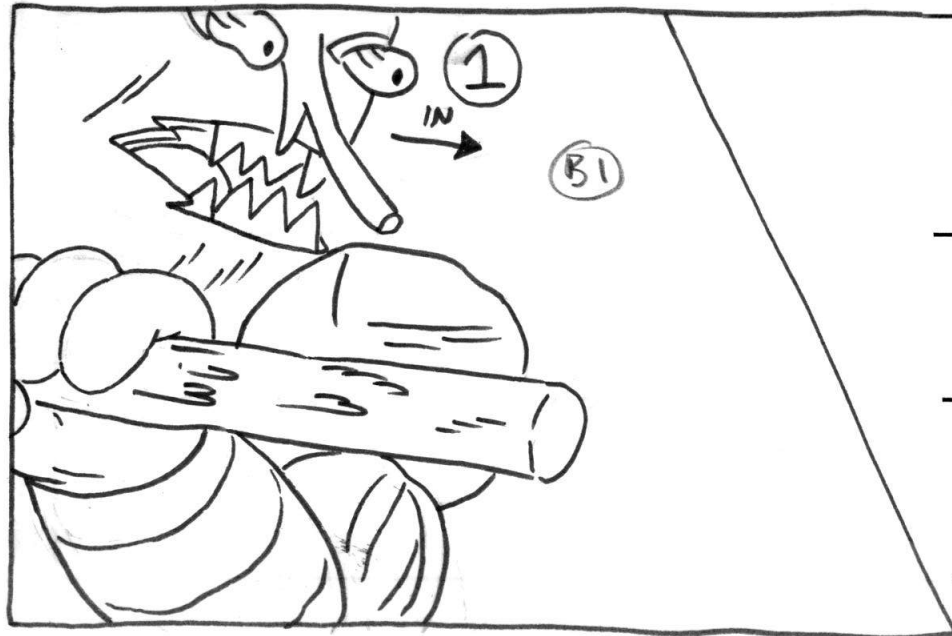
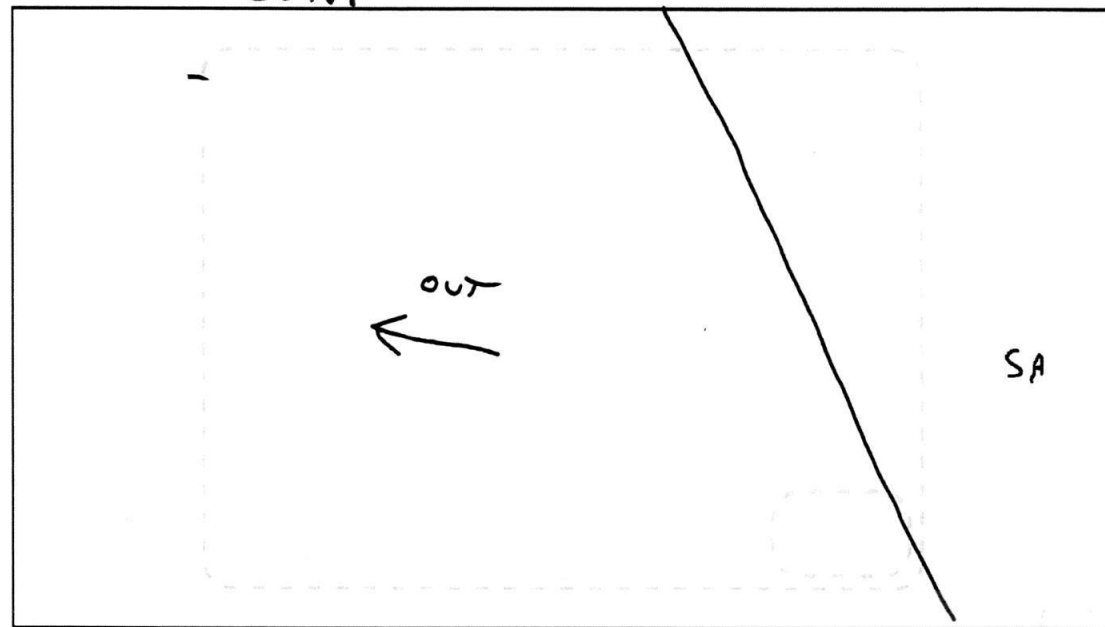


Page **52**

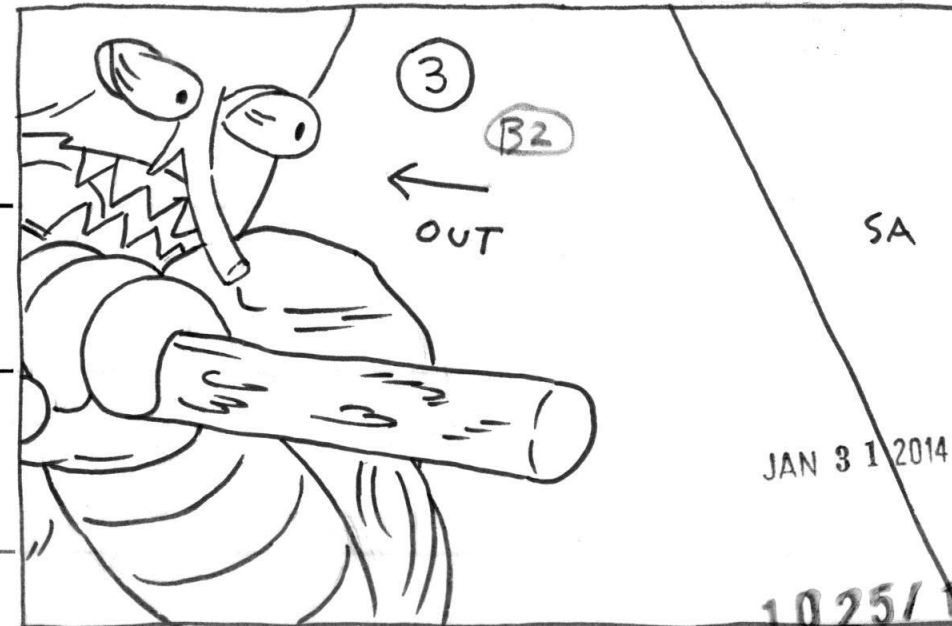
Sc. **48 CONT** Pnl. **B** Bg. day night



Sc. **48 CONT** Pnl. **C** Bg. day night



POUND! POUND!



JAN 31 2014

Cut

1025-170

EPISODE #

PRODUCTION

1025/170

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1025/170

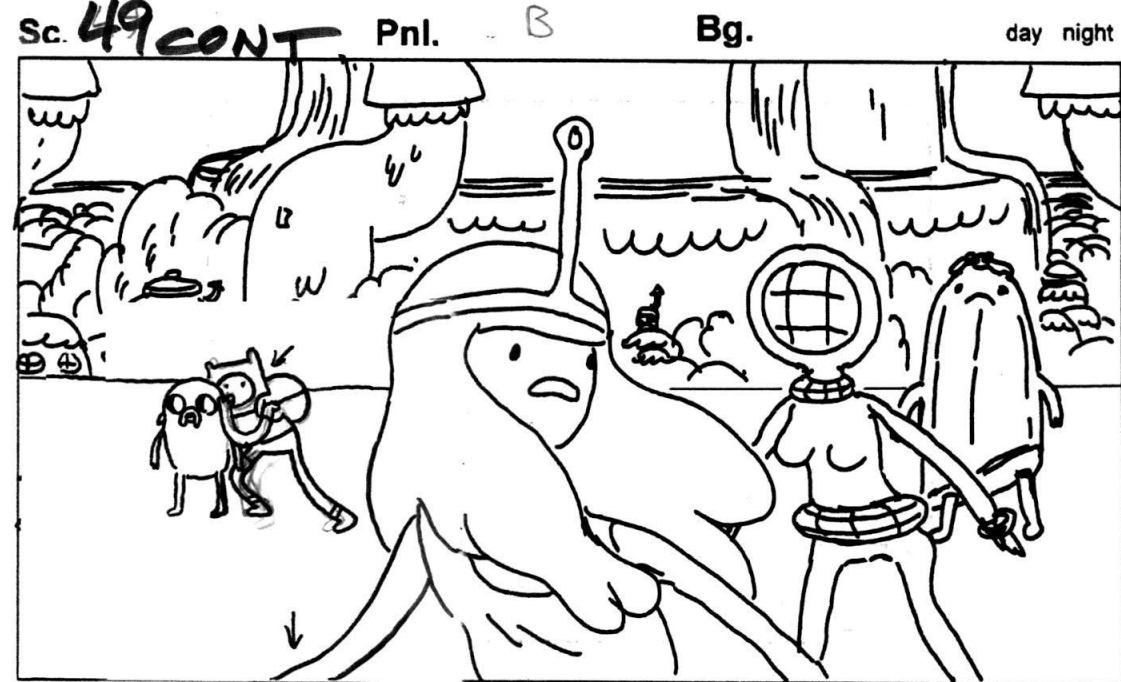
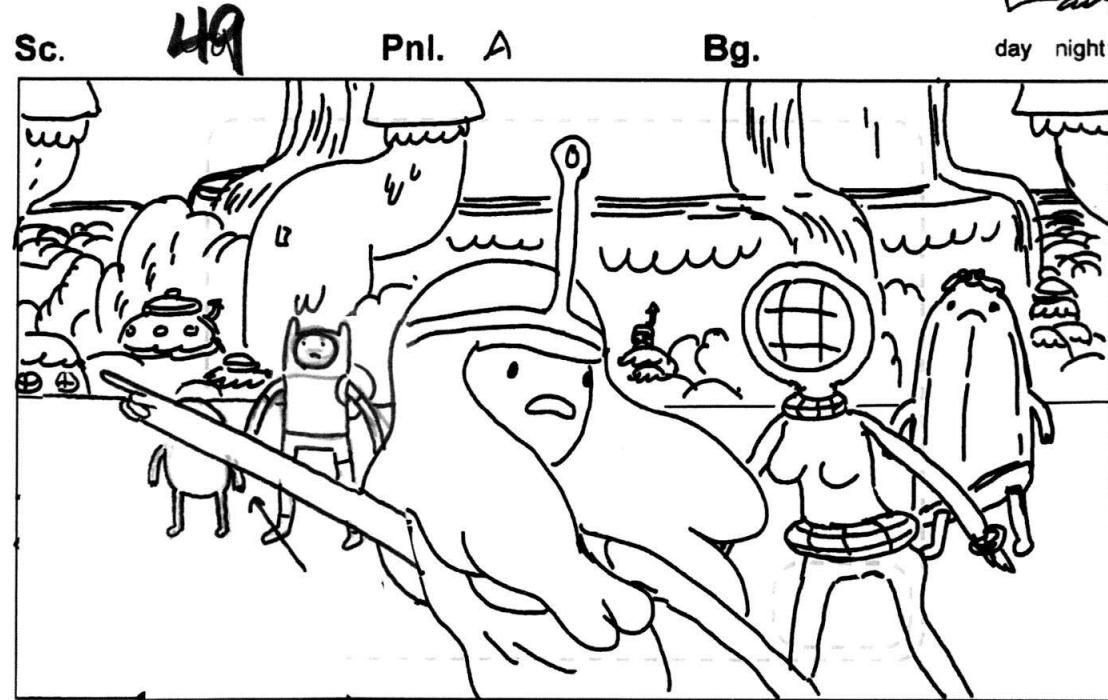
Cut

ADVENTURE TIME



NO SC 50

Page **53**



170
Cut

1025-170

EPISODE #

Dialog:	<p>Ⓟ / How long will your forcefield --</p> <p>PB(cont) / - Hold, Grid face Princess?</p>
Action:	<p>- Finn whisper in Jake's ear</p>
Timing:	<p>JAN 31 2014</p>



Production :

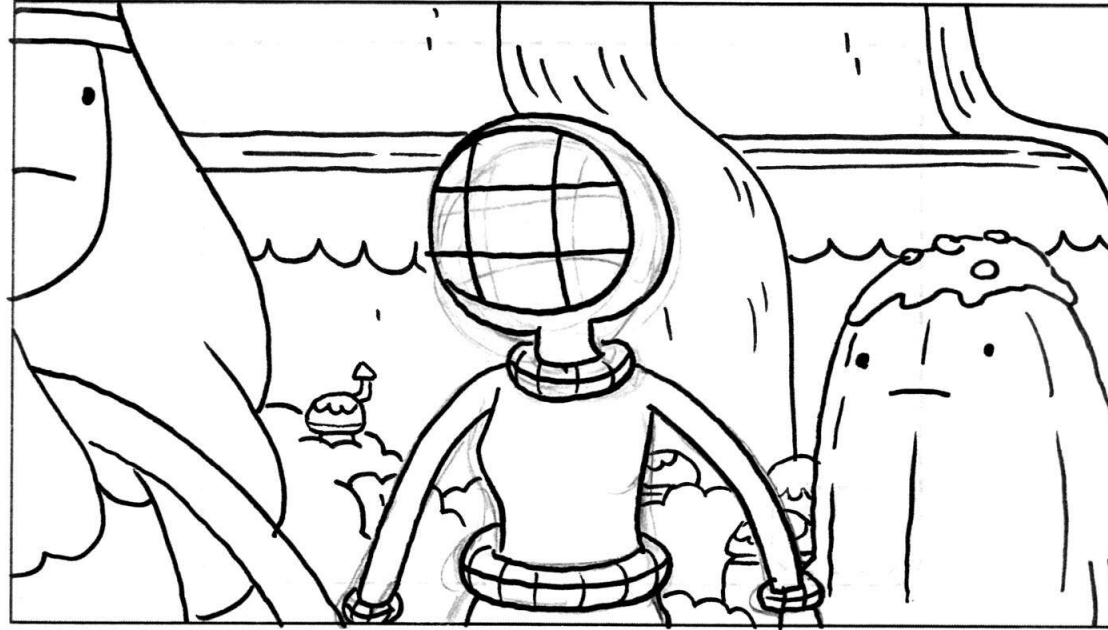
1025/170

ADVENTURE TIME

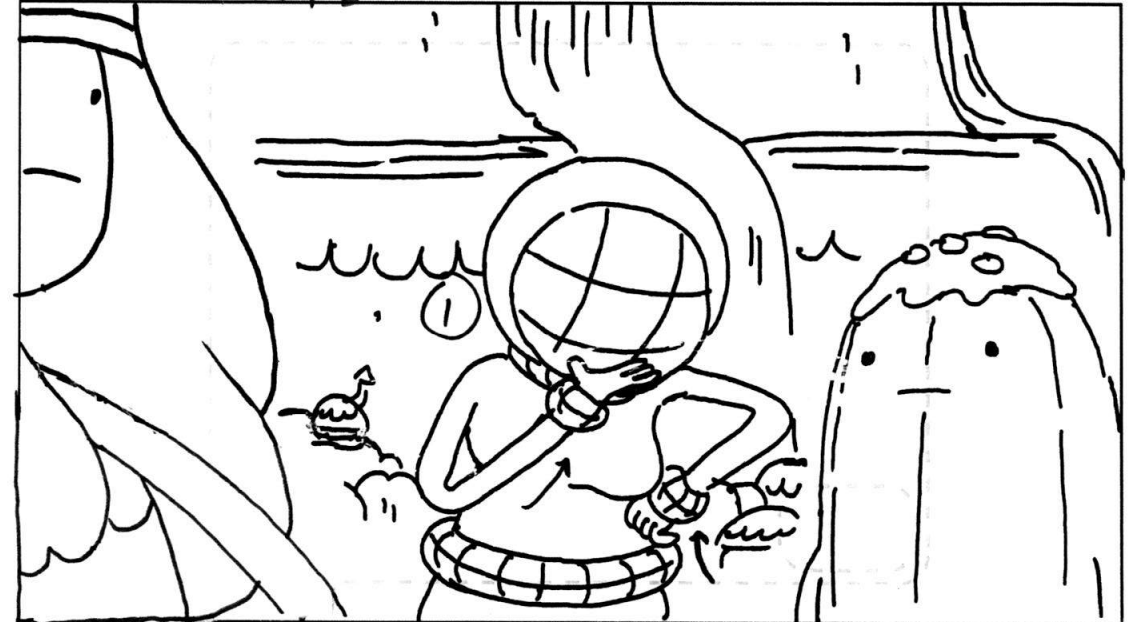


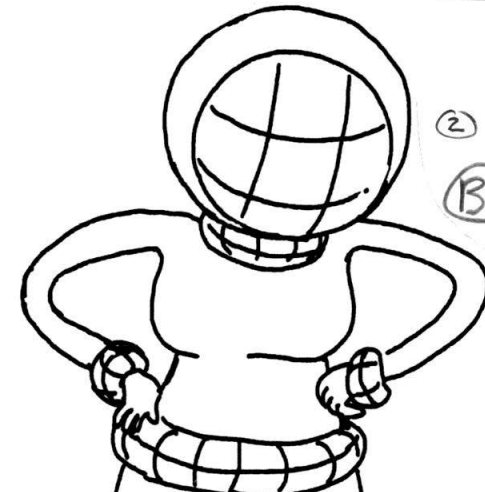
Page **54**

Sc. **51** Pnl. **A** Bg. day night



Sc. **51 CONT.** Pnl. **B** Bg. day night



<p>Dial...</p> <p><u>Gridface / The sleeper's</u> --</p>	<p>Action:</p> <p>- GP RUBS HER CHIN.</p> <p>Timing:</p>	 <p>Gridface / Magic is older than legend...</p> <p>(2)</p> <p>(B1)</p>
--	--	--

EPISODE #

1025-170

Production :

1025/170

Cut

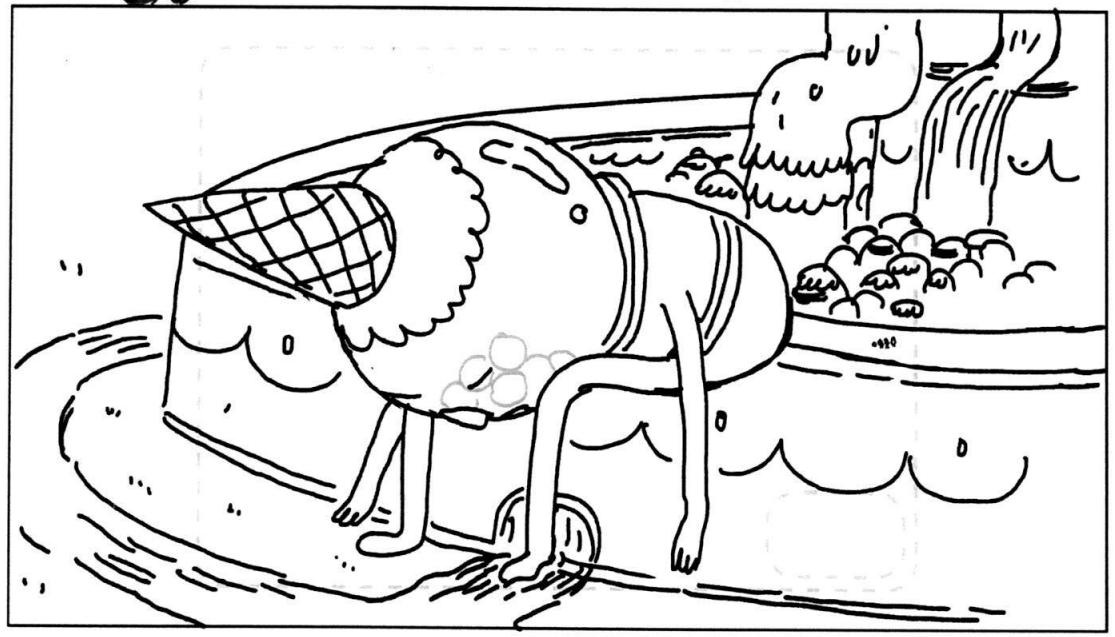
ADVENTURE TIME



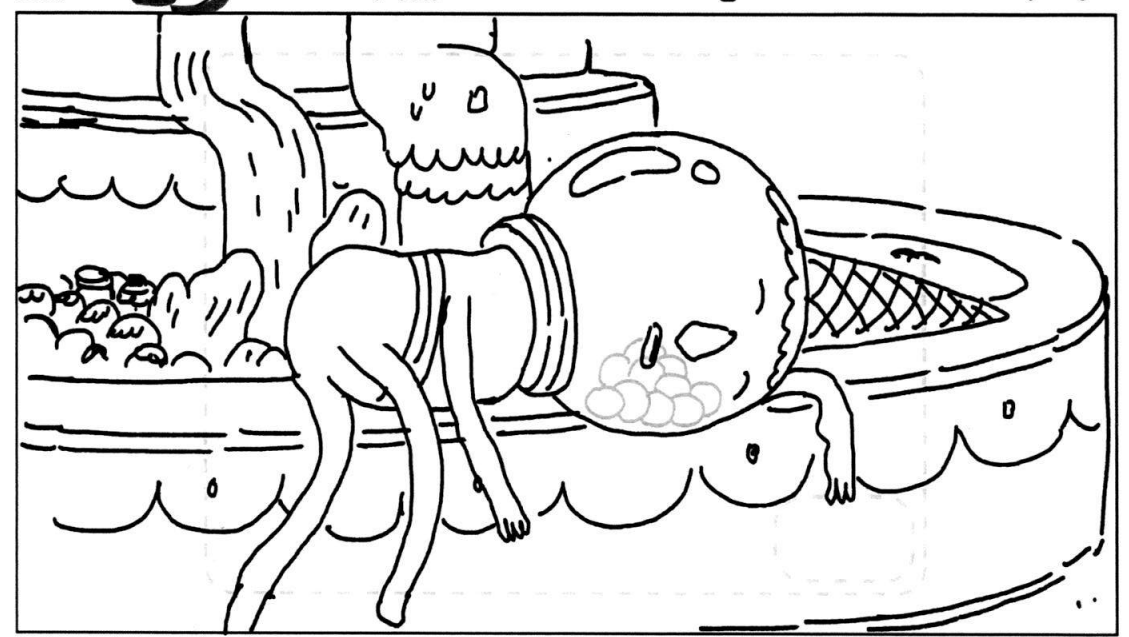
Cut

Cut

Sc. 52 Pnl. A Bg. day night



Sc. 53 Pnl. A Bg. day night



Dialog:	G.F. / (c/s) I DON'T KNOW HOW HE DISABLED -	G.F. / (CONT) - BOTH GUMBALL GUARDIANS
Action:	PEPPERMINT BUTLER, P.B., GRIDFACE + BANANA GUARD STANDING TINY BY G.G's BUTT.	
Timing:	JAN 31 2014	

EPISODE #

Production :

1025-170

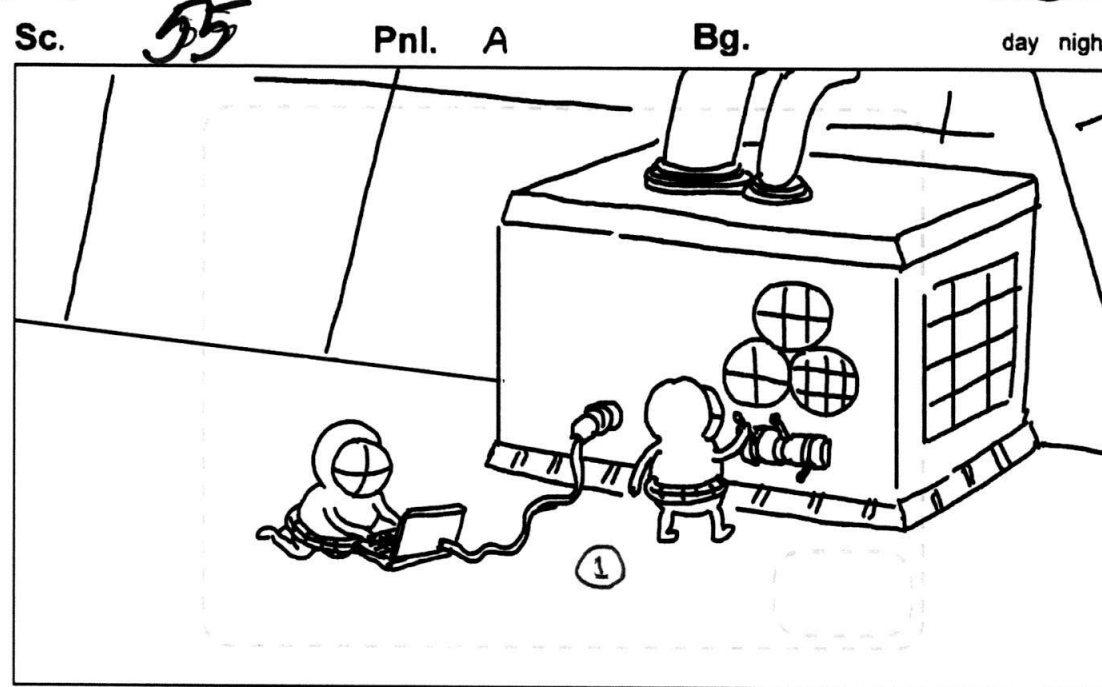
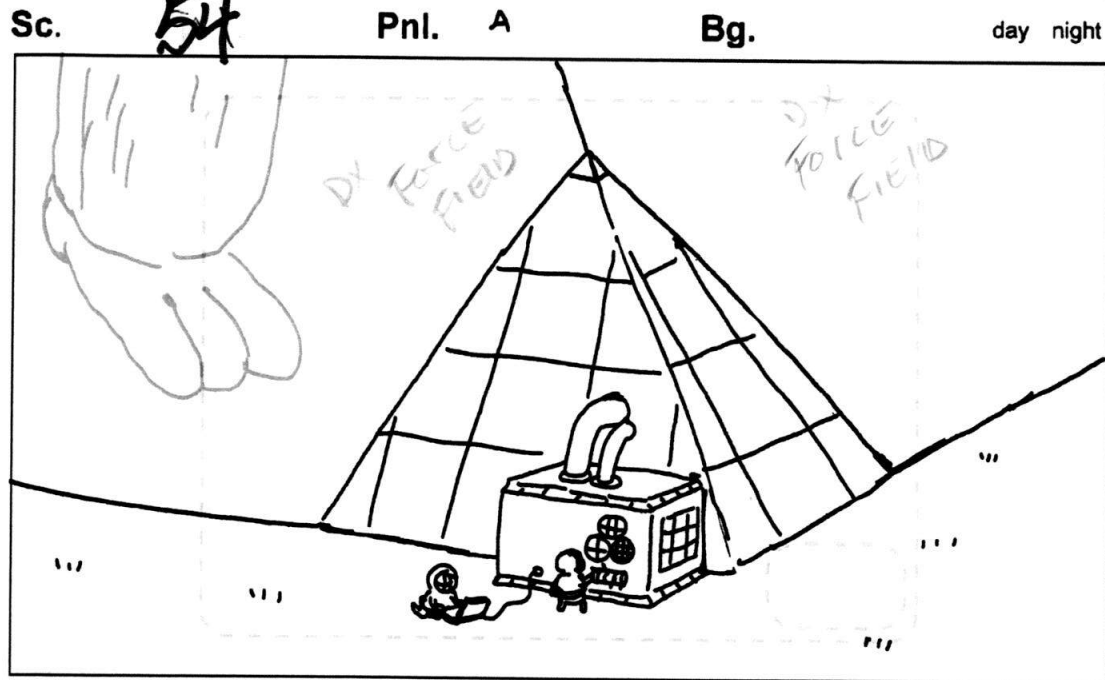
1025/170

1025/170

ADVENTURE TIME



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Dialog: (o/s)

G.F. / BUT AT LEAST I KNOW MY TECH IS TIGHT.

G.F. / (CONT.) THE FIELD WILL HOLD LONG ENOUGH -

JAN 31 2014

Action:

Timing:

GRIDMAN THROWS SWITCH

THUMBS UP.

Production :

EPISODE # 1025-170

1025/170

1025/170

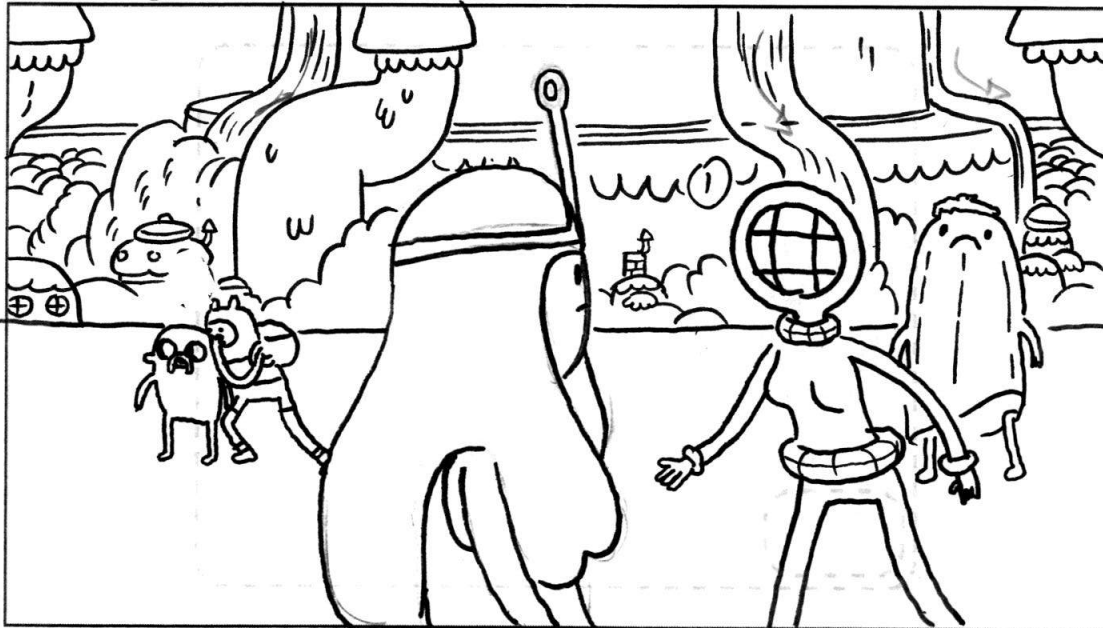
1025/170

ADVENTURE TIME

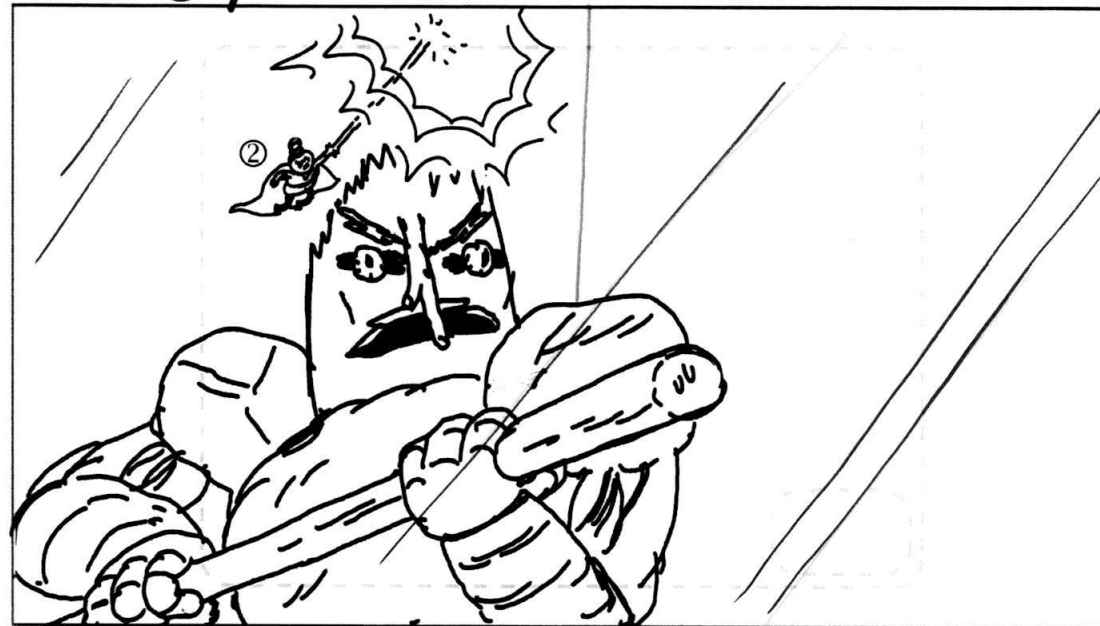


Page **57**

Sc. **56** Pnl. **A** Bg. day night



Sc. **57** Pnl. **A** Bg. day night



Dialog:

(G.F.) (CONT.) ① FOR YOU TO THINK
OF A ② WEAK PLAN!

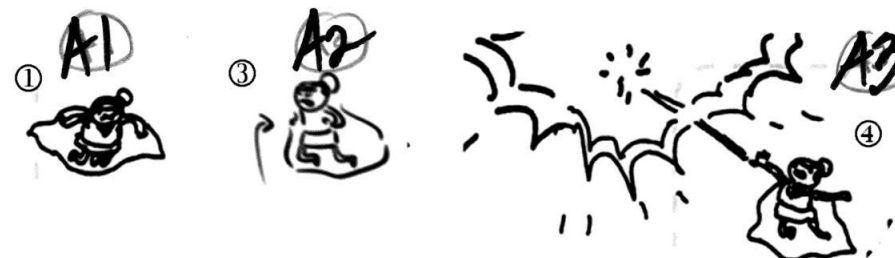
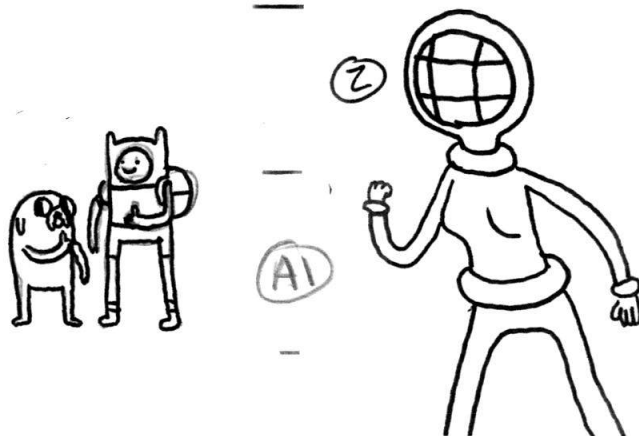
⚡️ POUND! POUND!
ZAP! ZAP! ZAP!

JAN 31 2014

Action:

P, POUNDING, TWICE.

Timing:



Production :

EPISODE #

1025-170

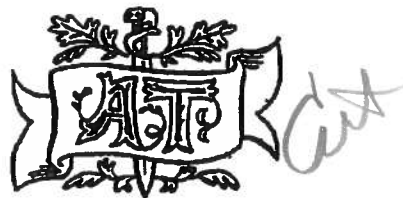
1025/170

1025/170

1025/170

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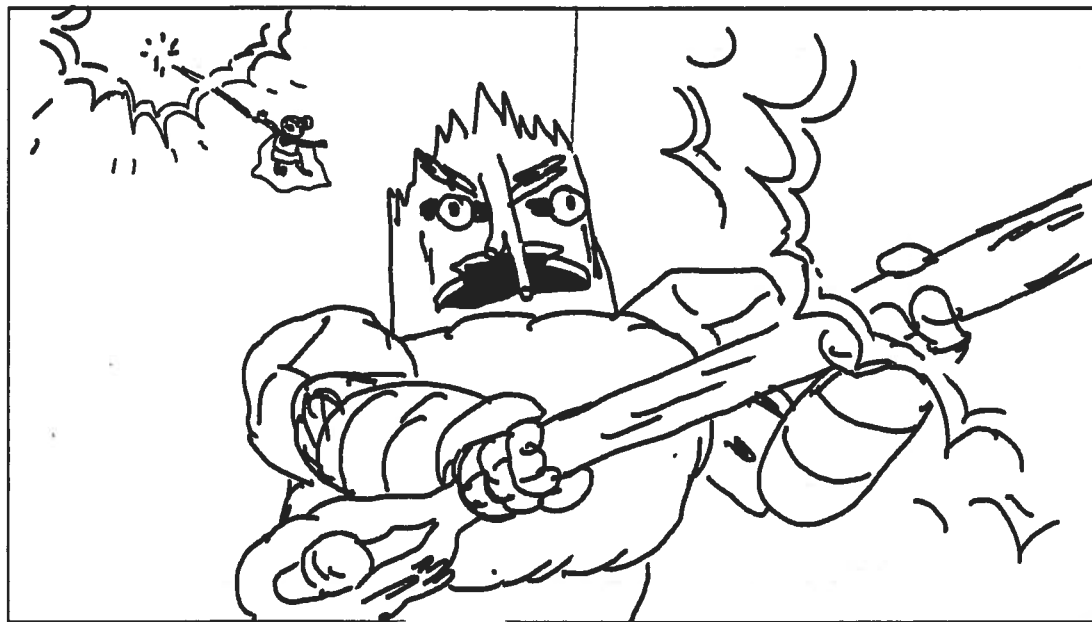


REVISED
02/13/14

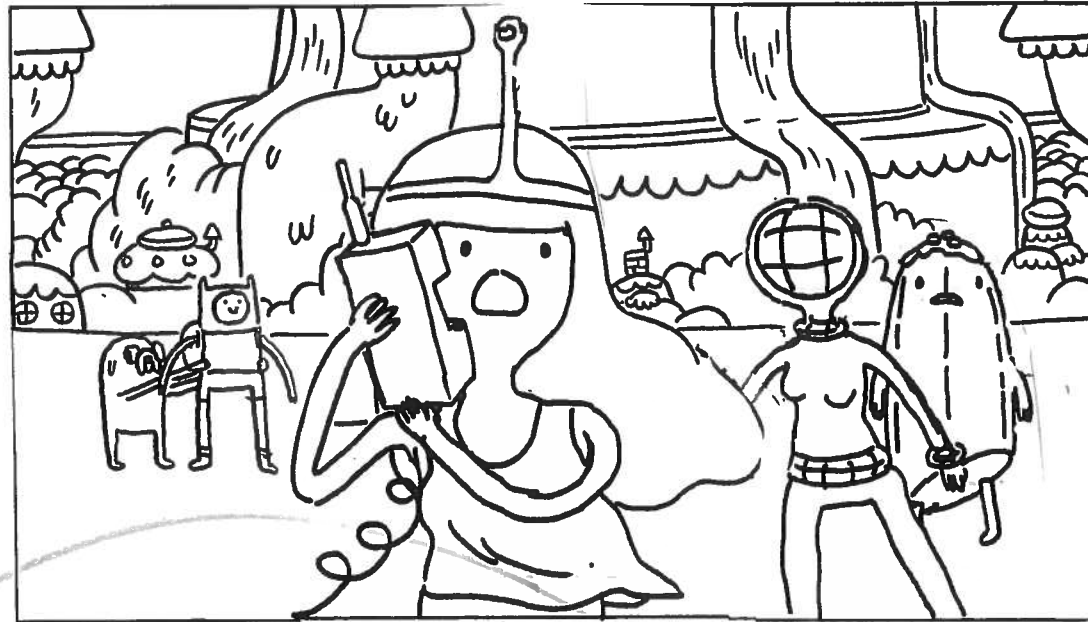
Page 58

Cut

Sc. 57 Pnl. B Bg. day night



Sc. 58 Pnl. A Bg. day night



Dialog:	DARRIN: [G T]
Action:	(A1) (SP) (A2) ↑ Finn + Jake stretch off screen
Timing:	(A) (PB) (A) COL. CANDY CORN! (ON WALKIE TALKIE) (STARTING POS.)

1025-17

EPISODE #

Production :

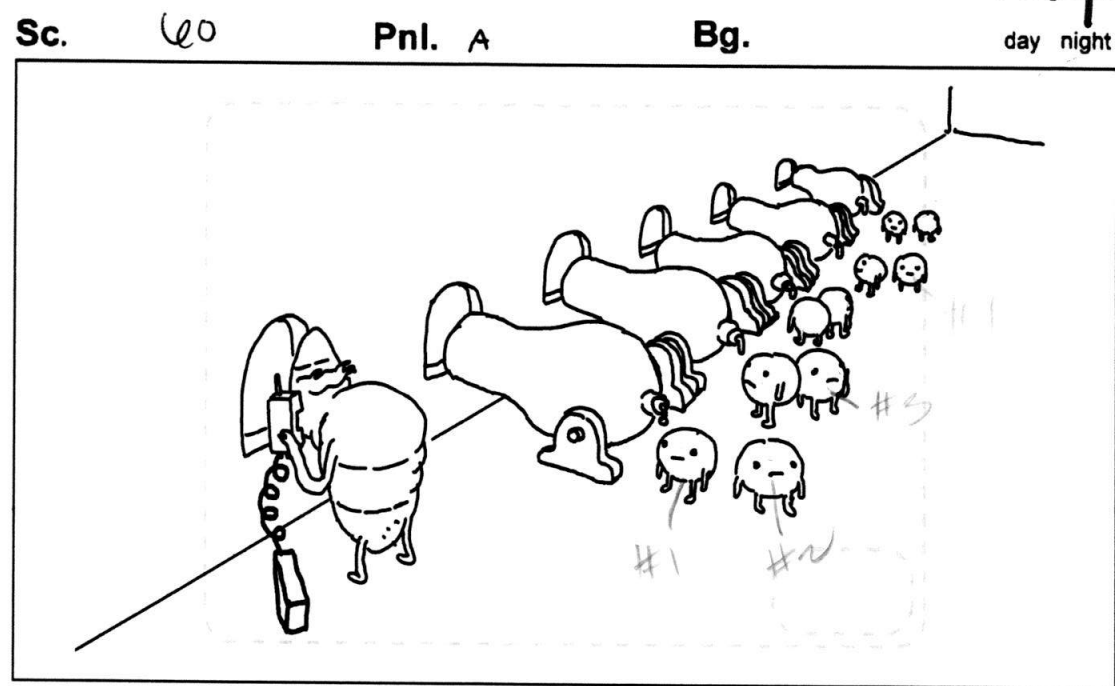
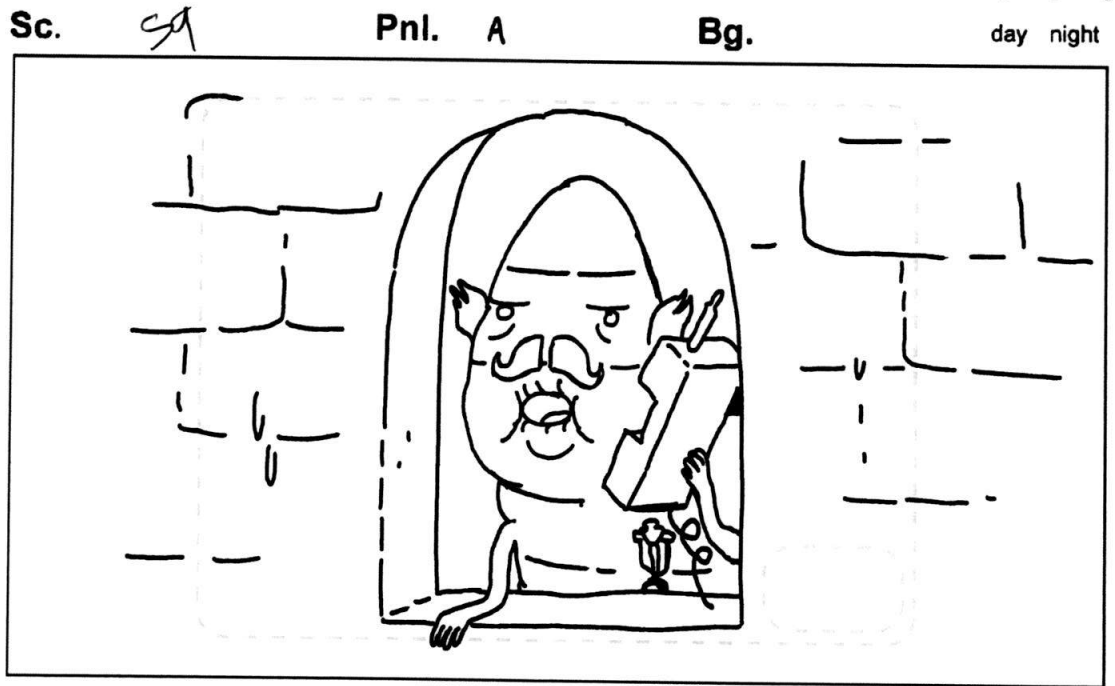
1025/170

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ADVENTURE TIME



Cut



Dialog:	(CCC) / HRMPH! YES, PRINCESS!	(9,5) (PB) / READY THE CANONS, YA' GOT ME?
Action:		
Timing:		

JAN 31 2014

Cut

EPISODE #

1025-170

1025/170

Production :

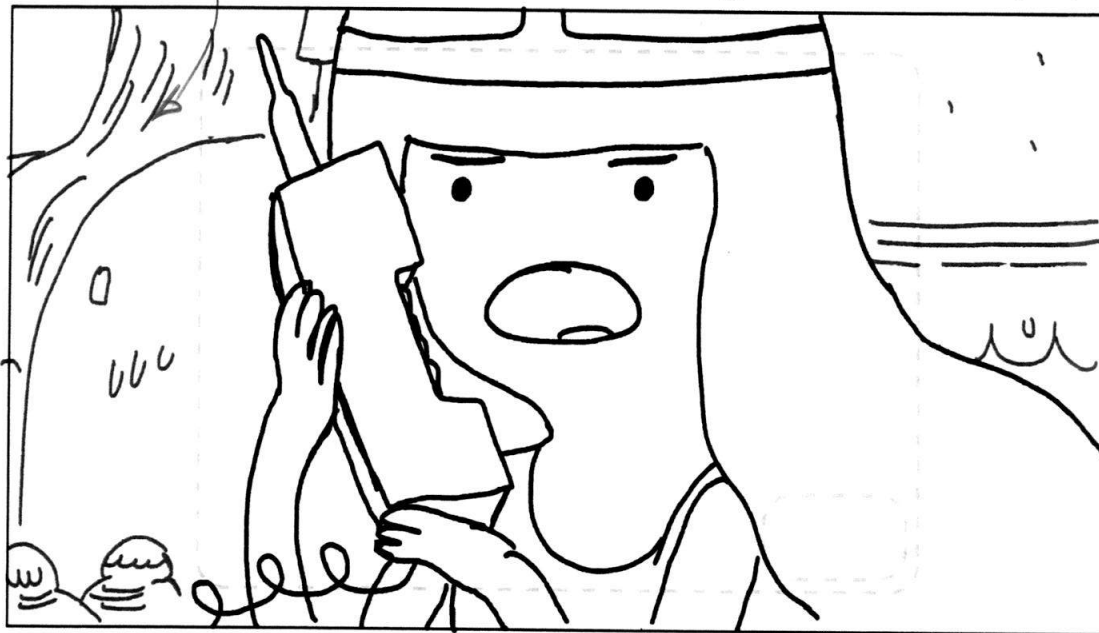
1025/170

ADVENTURE TIME

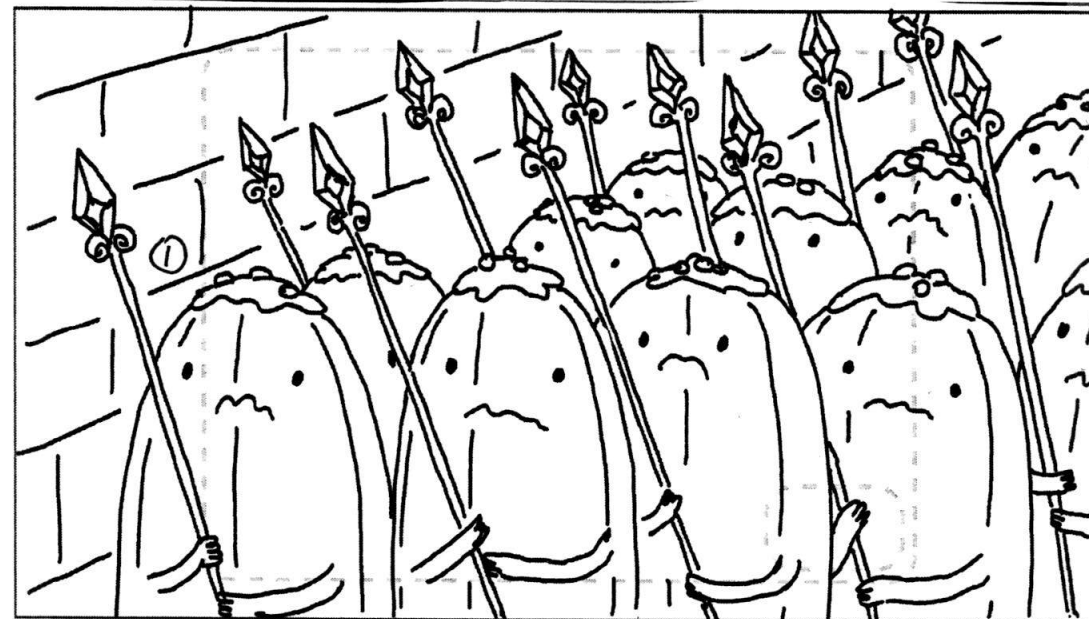


Page **60**

Sc. **61** Pnl. **A** Bg. day night



Sc. **62** Pnl. **A** Bg. day night



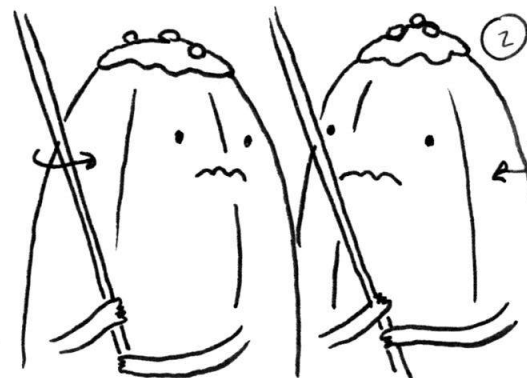
Dialog: IF THEY GET THROUGH
(PB) / THAT BARRIER

PB/I don't want to **(2)** have to use
(1) our ground troops

Action:

- B. GUARDS
 LOOK AT
 EACH OTHER
 NERVOUSLY.

Timing:



(41) **(1) → (2) → (1)**

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Production :

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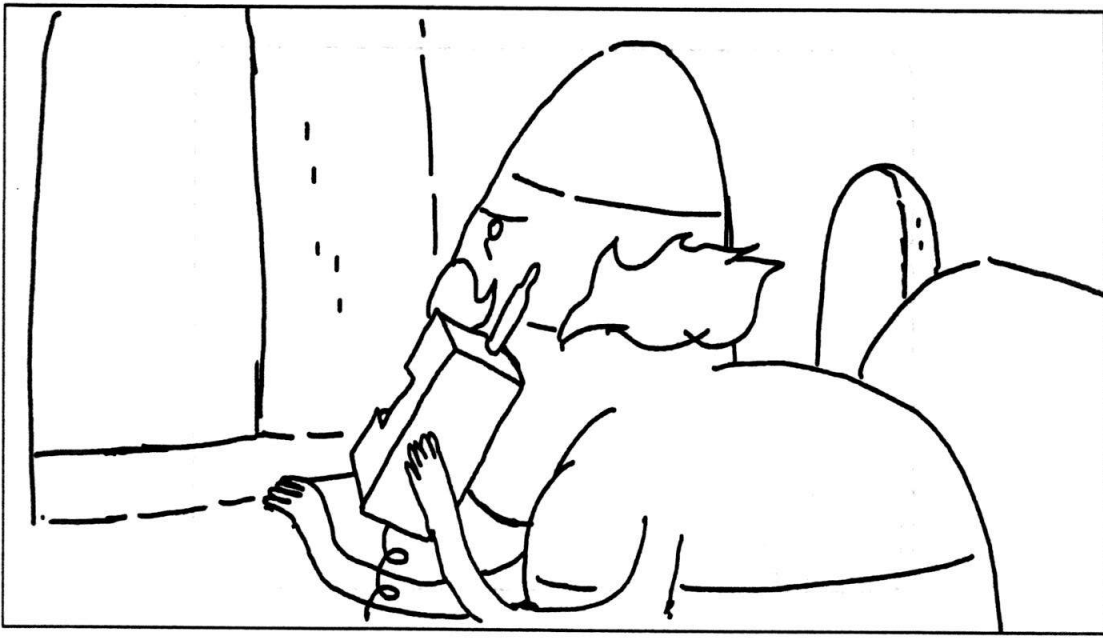
1025/170

Cut

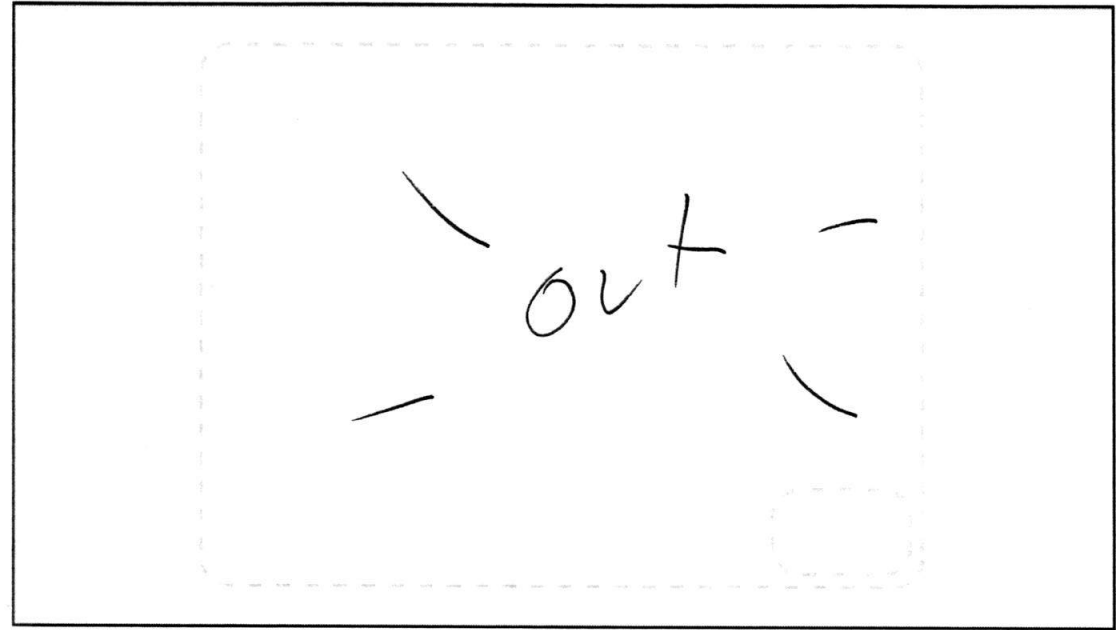
ADVENTURE TIME



Sc. 63 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



(CCC) / WILL DO PRINCESS
AND LET ME JUST SAY,

Action:

JAN 31 2014

Timing:

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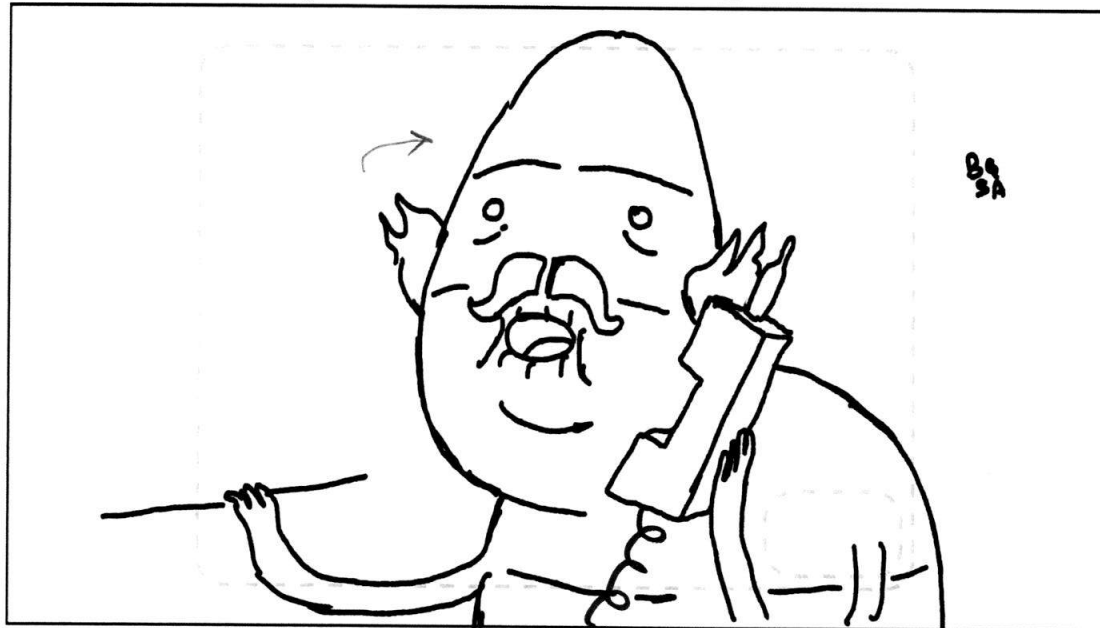


Page 62

Sc. 63 CONT Pnl. B

Bg.

day night



Sc. 64

Pnl. A

Bg.

day night



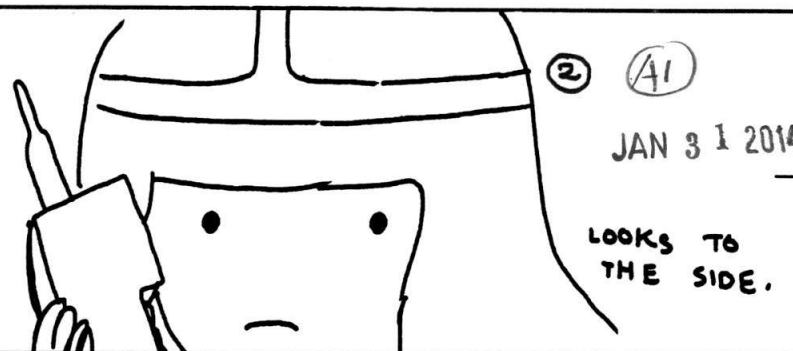
Dialog:

(ccc) / THANK YOU FOR PUTTING
THIS OLD CREASE BACK IN
THE FIELD.

(ccc) / I haven't been the same since my
lovely Linda passed away...

Action:

Timing:



JAN 3 1 2014

LOOKS TO
THE SIDE.

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ADVENTURE TIME

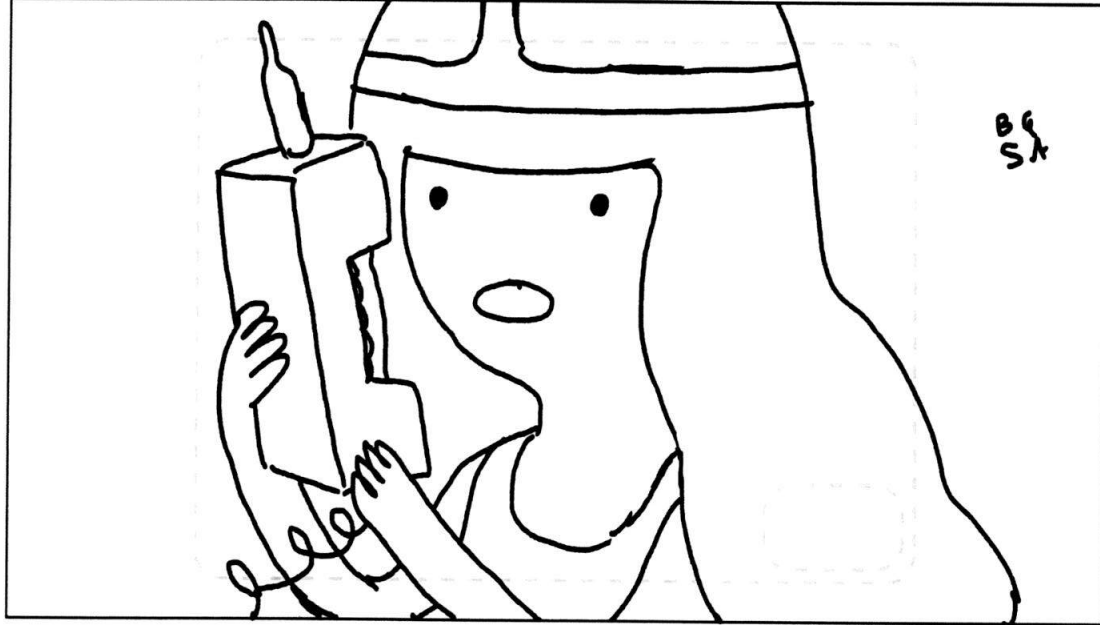


Cut

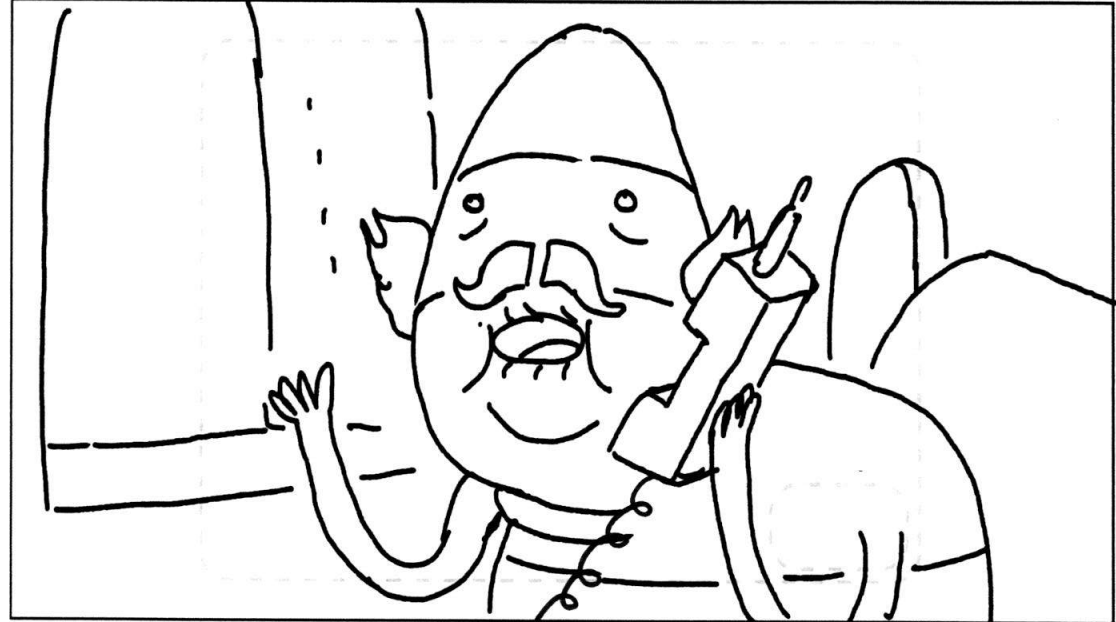
Page 63

Cut

Sc. 64 cont Pnl. B Bg. day night



Sc. 65 Pnl. A Bg. day night



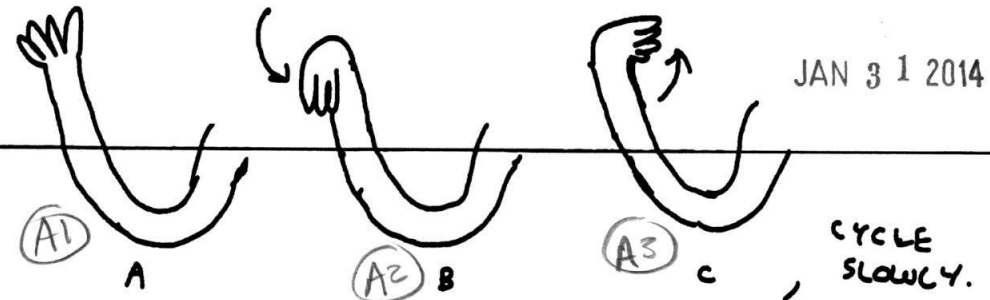
Dialog:

PB/ Yeah. Good luck.

ccc ehh I tried dating again you know --

Action:

Timing:



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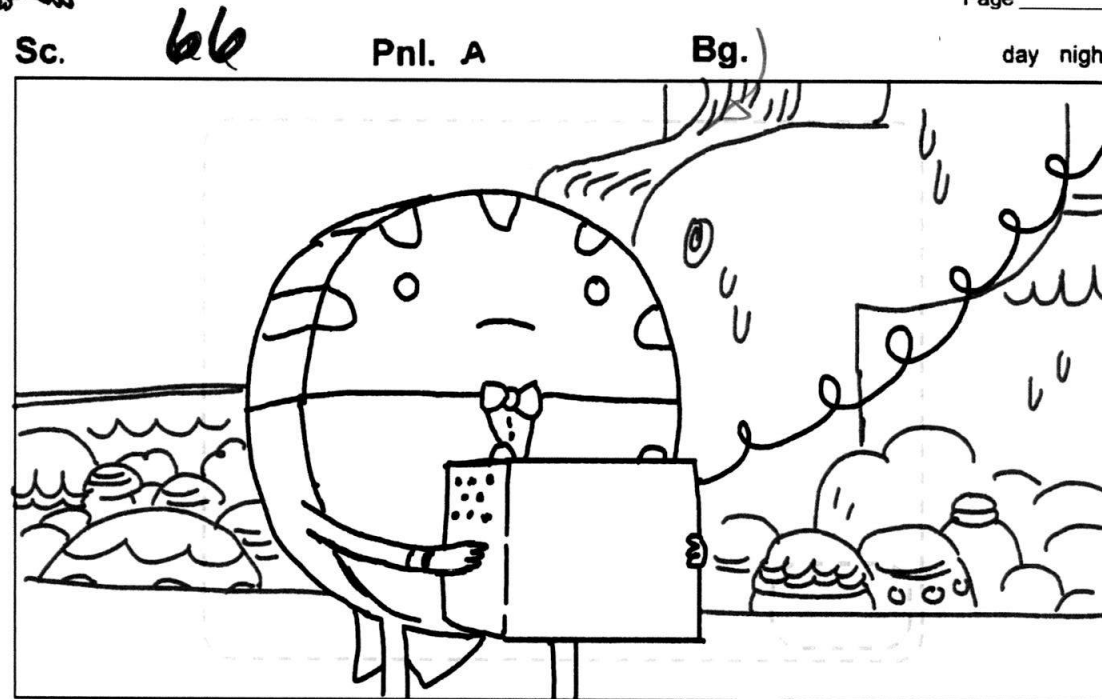
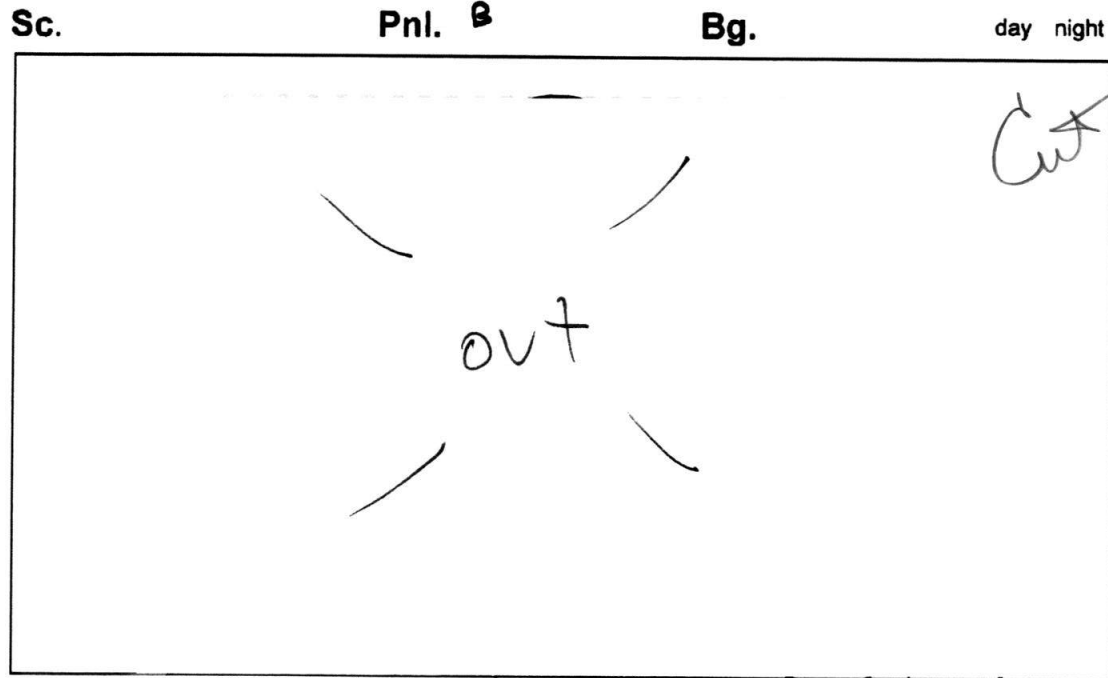
Production :

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ADVENTURE TIME



Page 64



Dis	<p>(CCC) (CONT.) (O/S)</p> <p>... BUT THESE YOUNG GIRLS THINK I'M TOO SERIOUS OR SOMETHING ...</p> <p>JAN 3 1 2014</p>
Act	
Trn	

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Production :

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1025/170

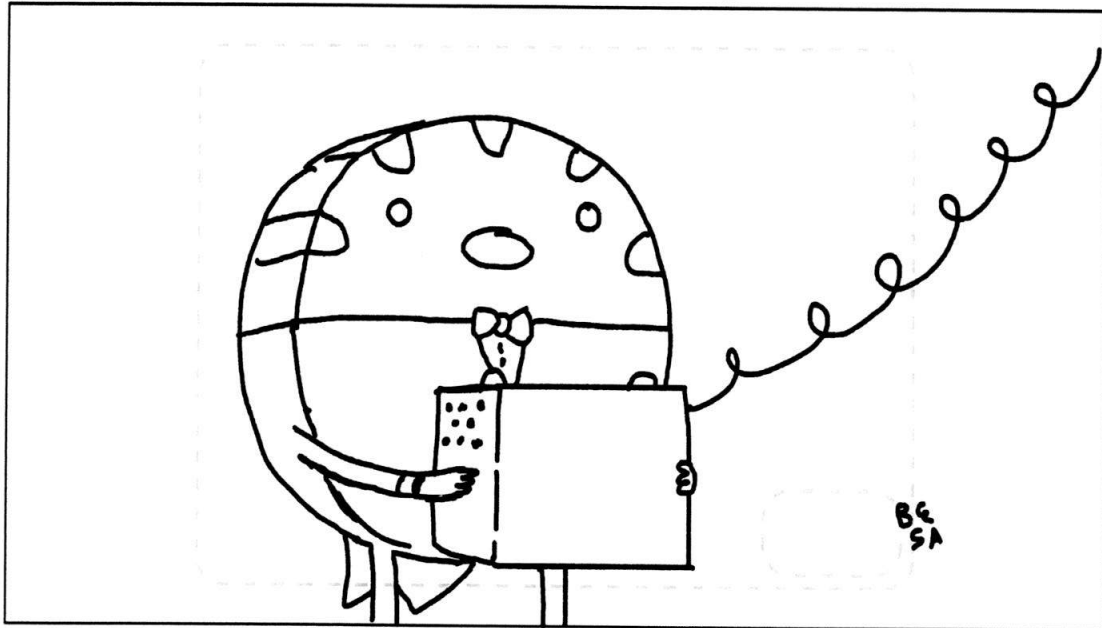
ADVENTURE TIME



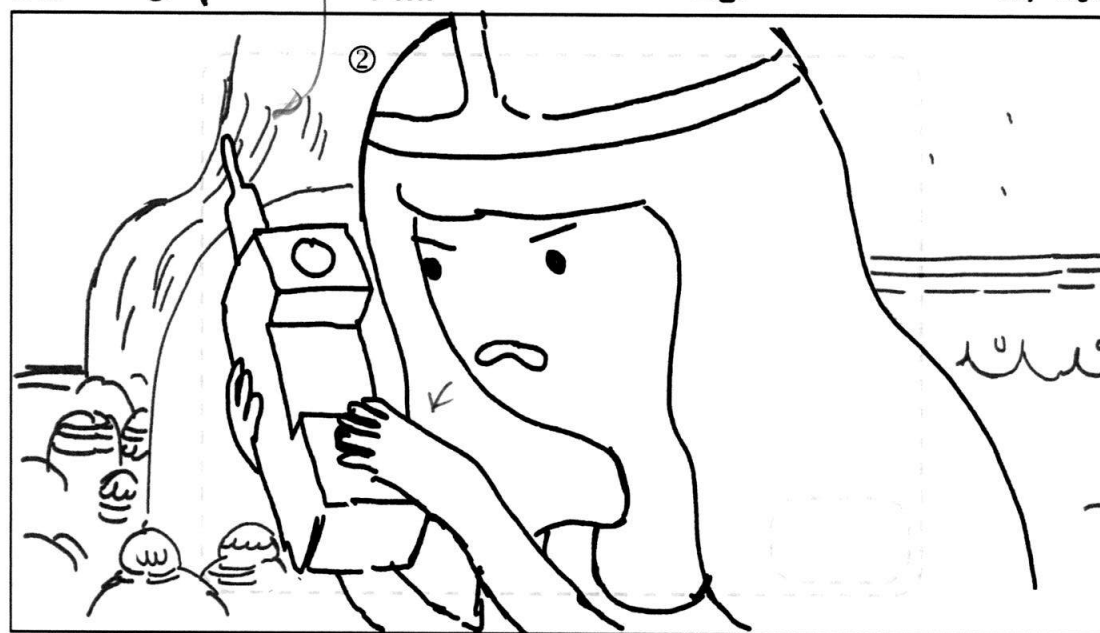
Page 65

Cut

Sc. 66 CONT Pnl. B Bg. day night



Sc. 67 Pnl. A Bg. day night



Dialog:	<p>PEPBUT / WHY DON'T YOU DATE SOMEONE YOUR AGE?</p> <p>PB / Peppermint Butler come on!</p> <p>JAN 31 2014</p>
Action:	<p>- PB COVERS RECEIVER</p> <p>AD ①</p>
Timing:	



Production :

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1025/170

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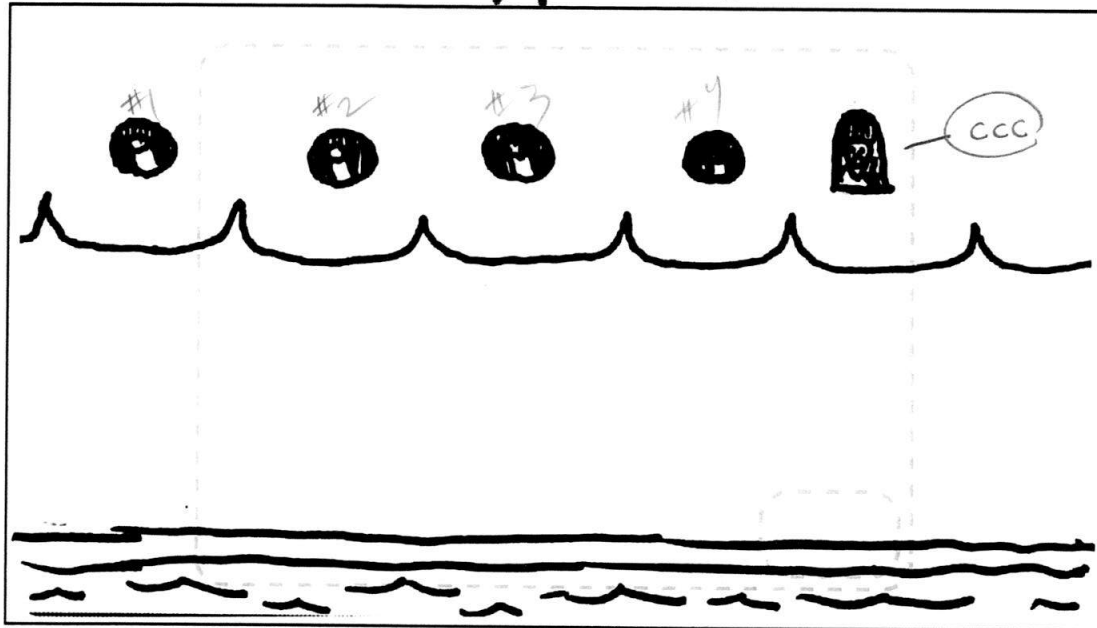
ADVENTURE TIME



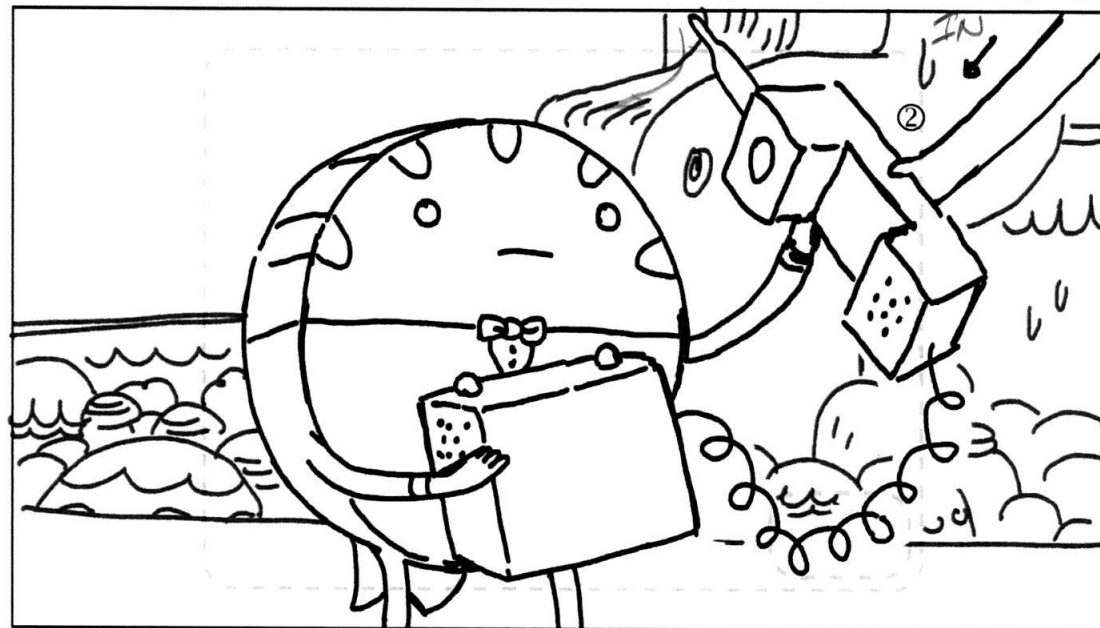
Cut

Page 66

Sc. 68 Pnl. A Bg. day night



Sc. 69 Pnl. A Bg. day night



Dialog:

CCC / Women my age don't hang out!
Where are they hiding?

CCC (o.s.) / I need a young -

JAN 31 2014

Action:

- PB HANDS RECEIVER TO PEP. BUT,

Timing:

(AI) ①



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Production :

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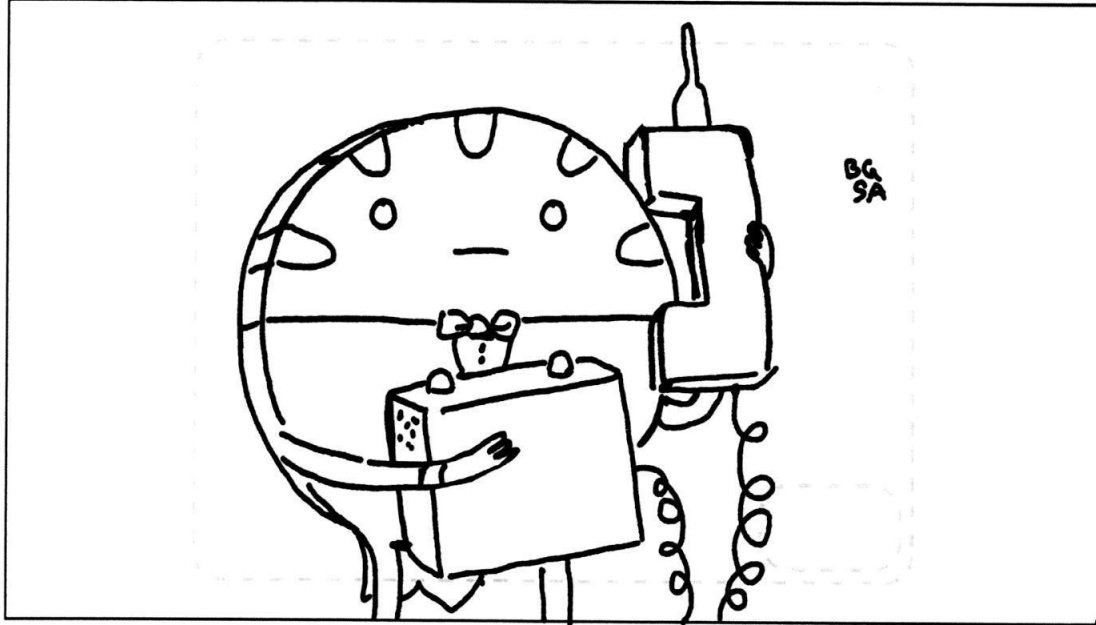
ADVENTURE TIME



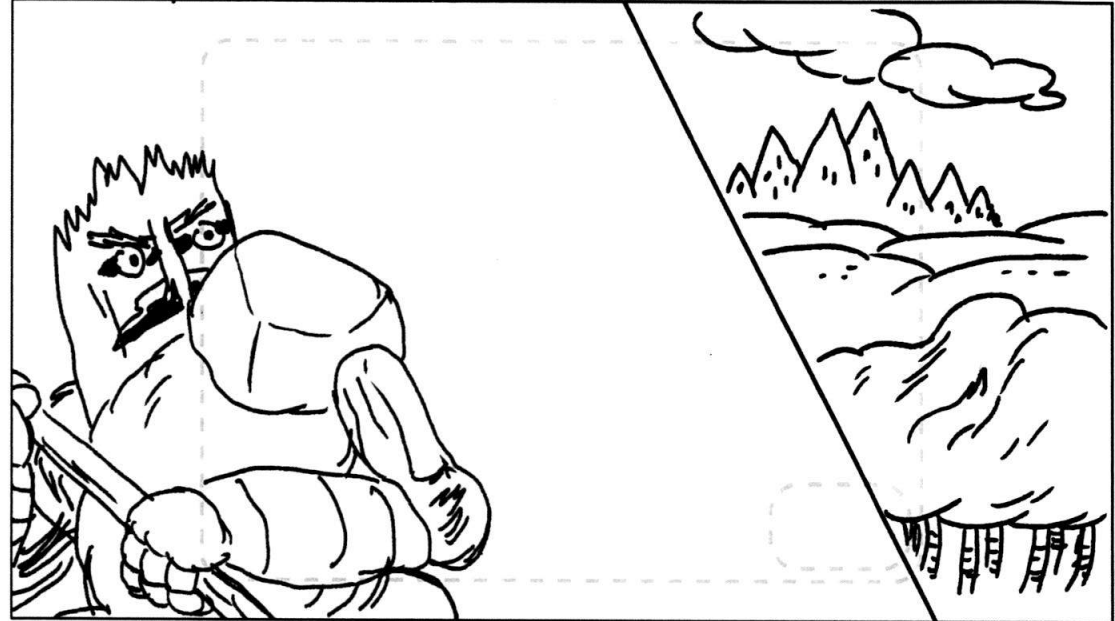
Cut

Page 67

Sc. 69 *CONT* Pnl. B Bg. day night



Sc. 70 Pnl. A Bg. day night



Dialog: (915)
 CCC GIRL WITH AN OLD
 SOUL to heal my heart...

SFX. : pown d pown d :

Action:

JAN 31 2014

Timing:

EPISODE #

Production :

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1025/170

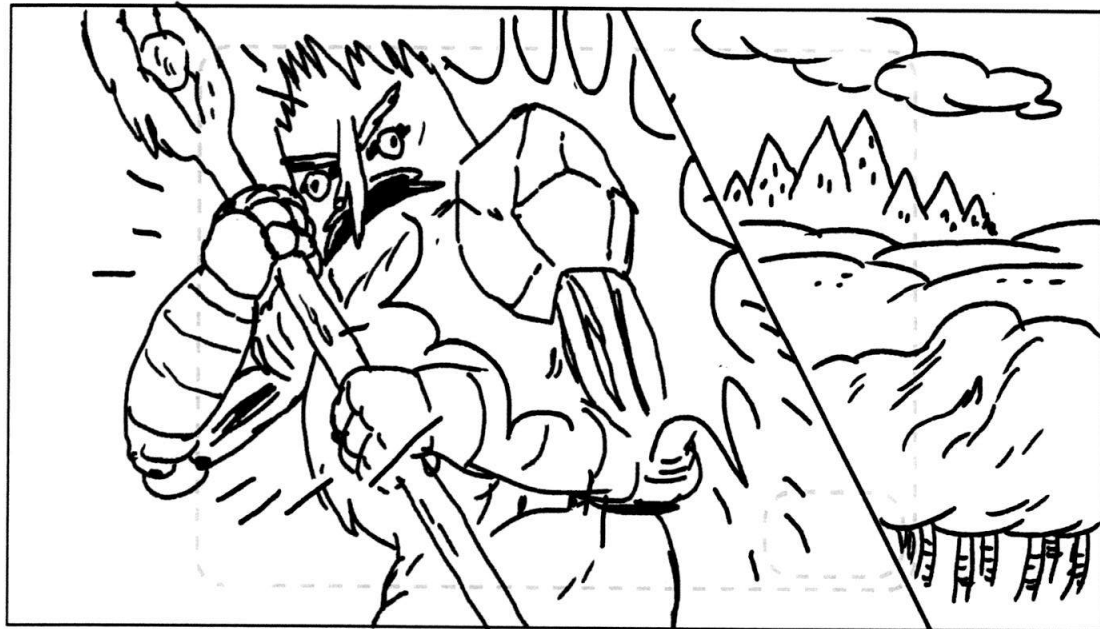
1025/170

ADVENTURE TIME

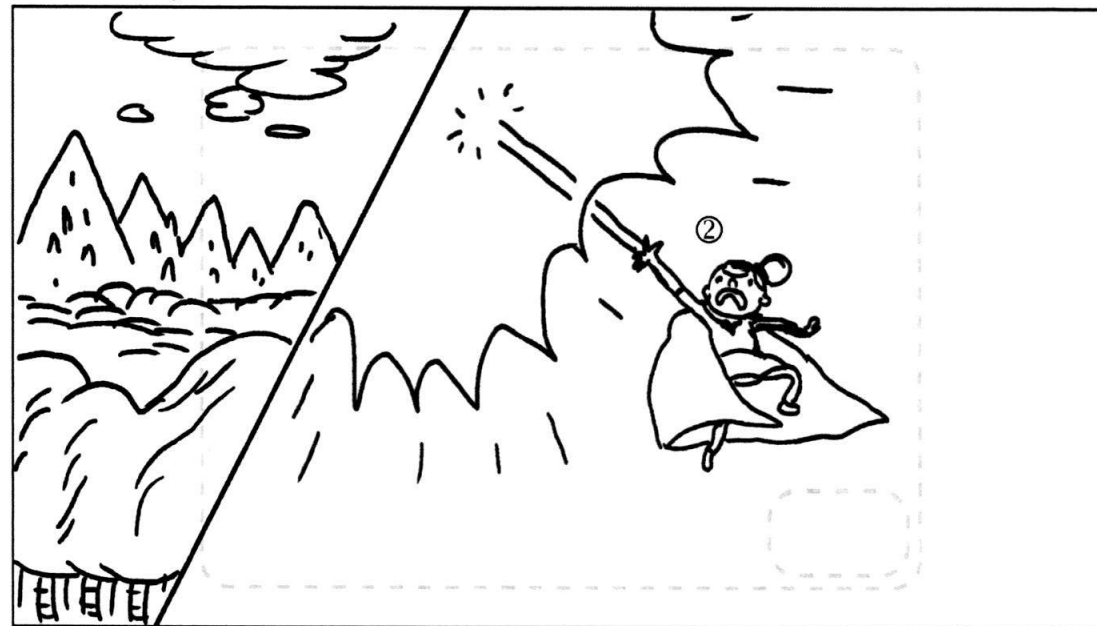


Page 68

Sc. 76 CONT Pnl. B Bg. day night



Sc. 71 Pnl. A Bg. day night



Dialog:

POVND POVND

SFX ZAP!

Action:



-DARREN THROWS
SHOULDER AGAINST
FORCEFIELD.

-MAJA ZAPS FORCEFIELD WITH MAGIC.

JAN 31 2014

Timing:

AI

①



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Production :

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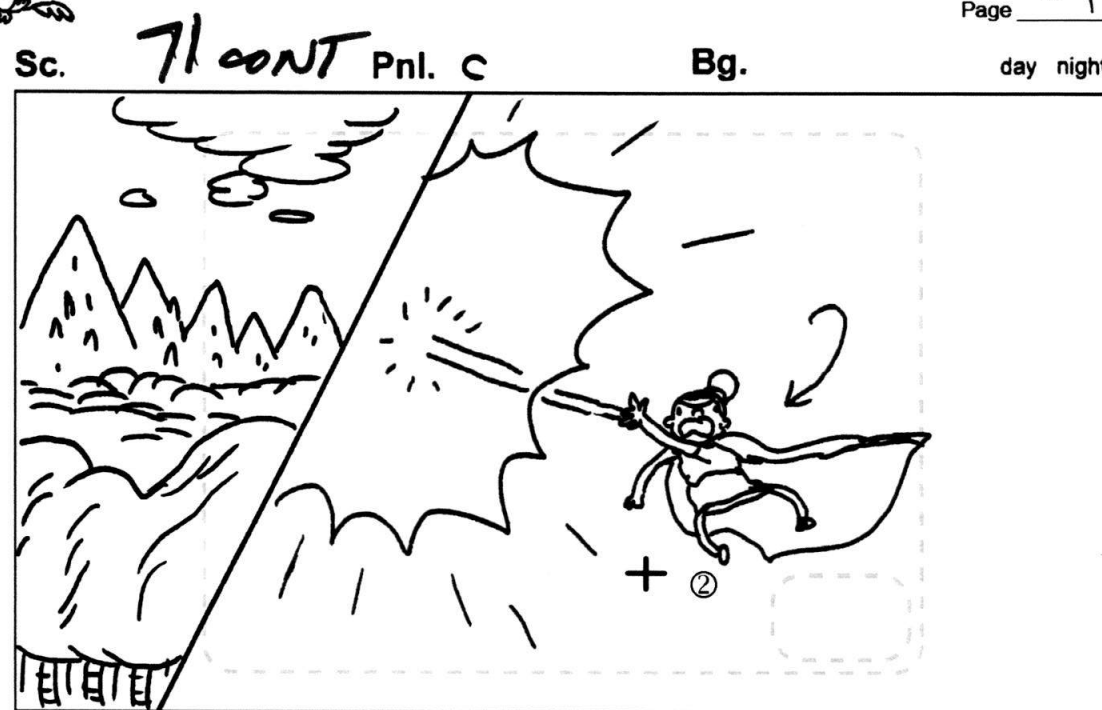
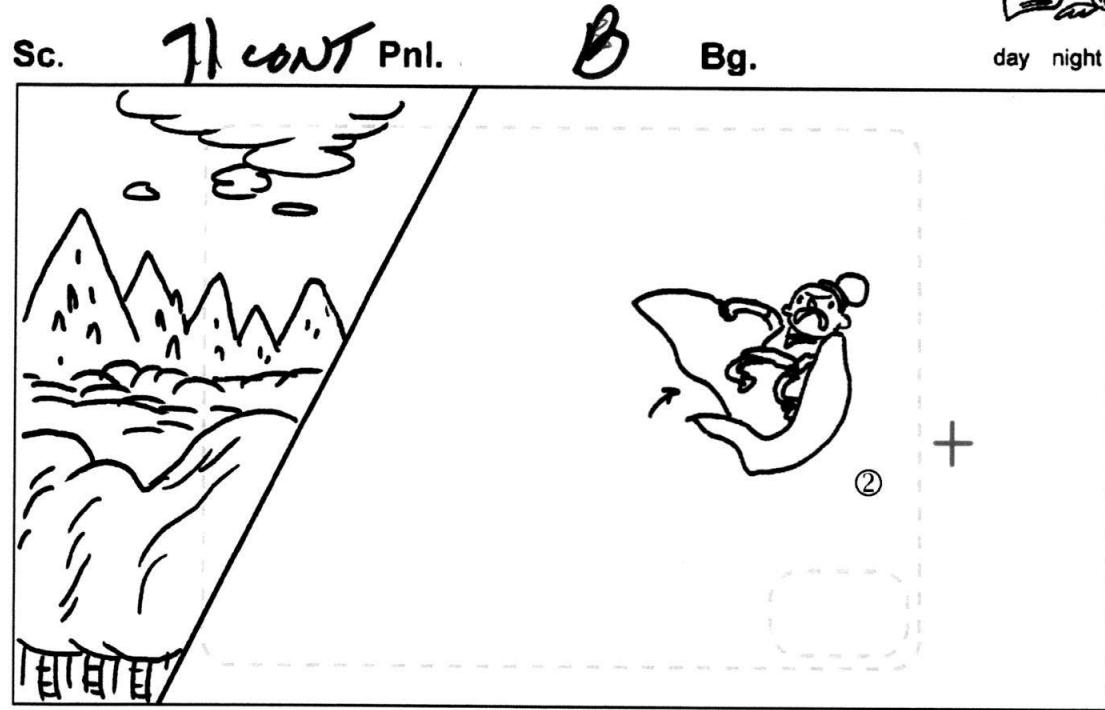
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ADVENTURE TIME



Page 69

Cut



Dialog:

SFX: ZZAP!!

Action:

Timing:

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1025-170

1025/170

1025/170

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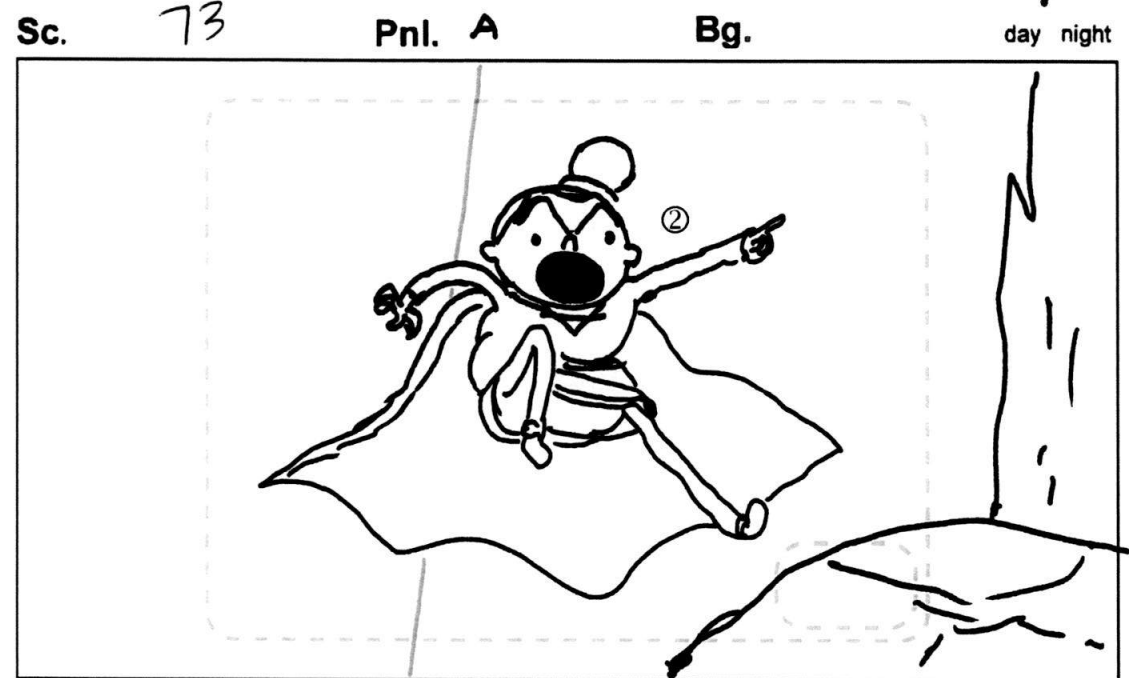
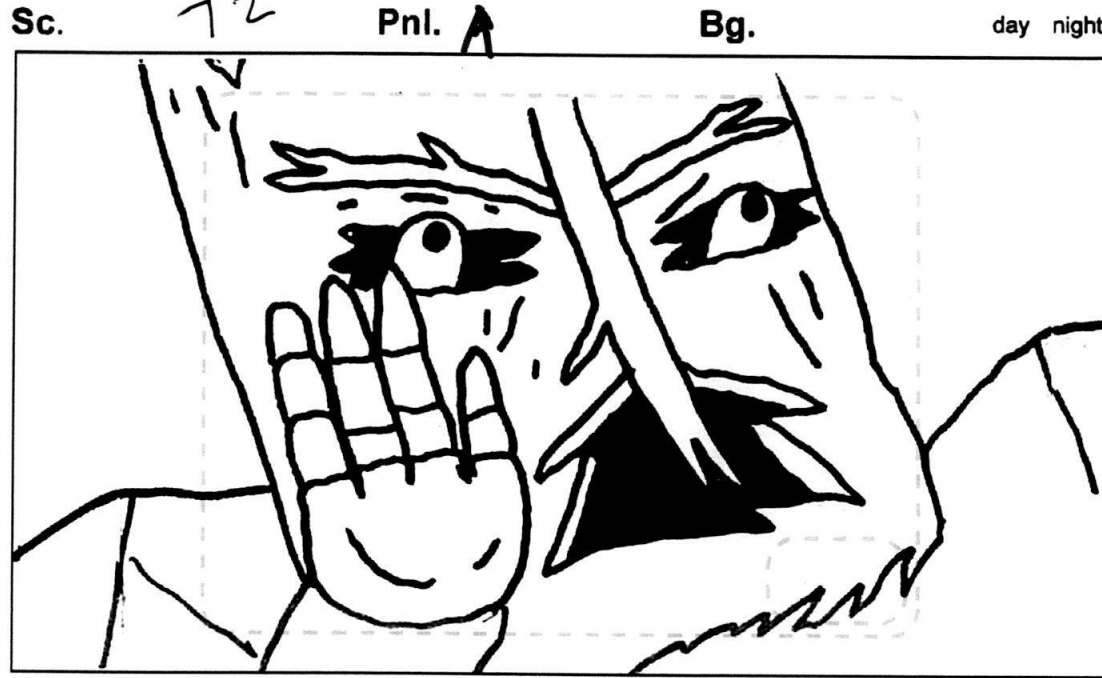
Cut

ADVENTURE TIME



Cut

Page 70
day night





HW
Cut

1025-170

EPISODE #

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Dialog:	<u>DARREN</u> / THIS IS TAKING TOO LONG!	<u>MAJA</u> / THEN DO THE THING !!!!!
Action:		
Timing:		

JAN 31 2014

Production :

1025/170

HU
Cut

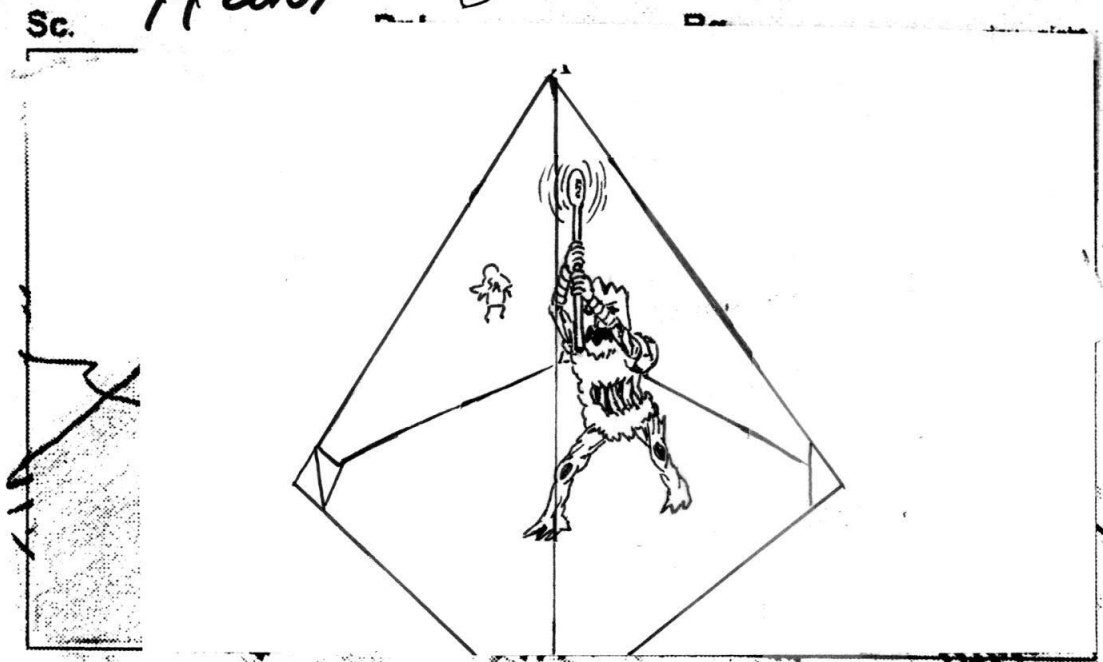
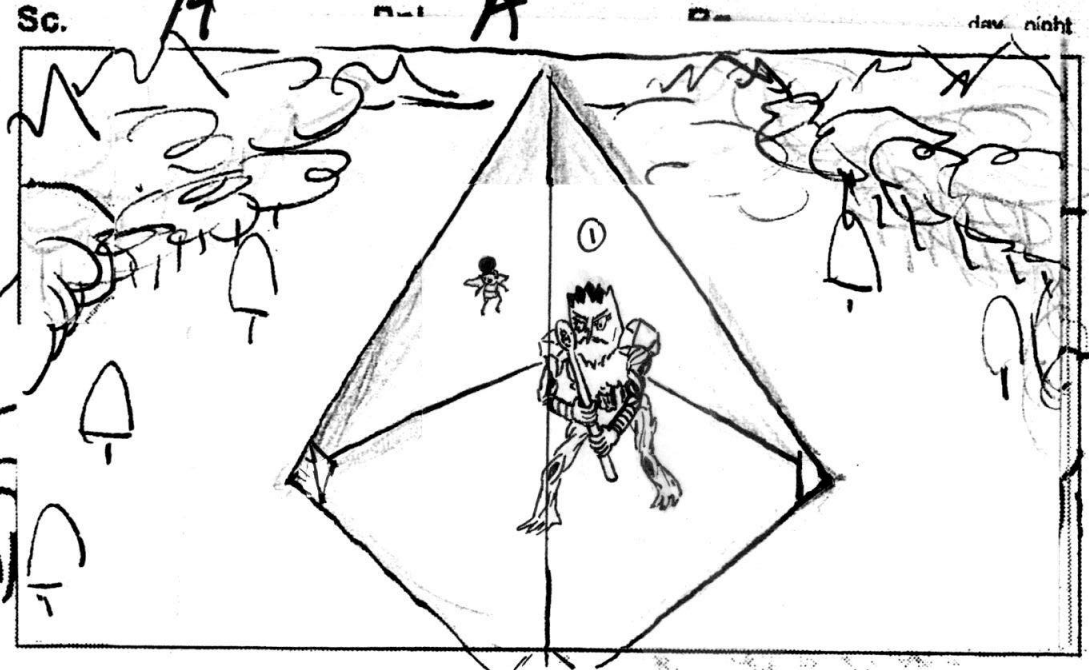
ADVENTURE TIME



74 CONT

Page 11

HU
Cut



Dialog:

Action:

staff glows

DARREN evil backwards
incantation



JAN 3 2014

Production :

EPISODE #

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1025/170

Handwritten initials: HU, Cut

ADVENTURE TIME



Page 72

72A NEXT

Sc. 75

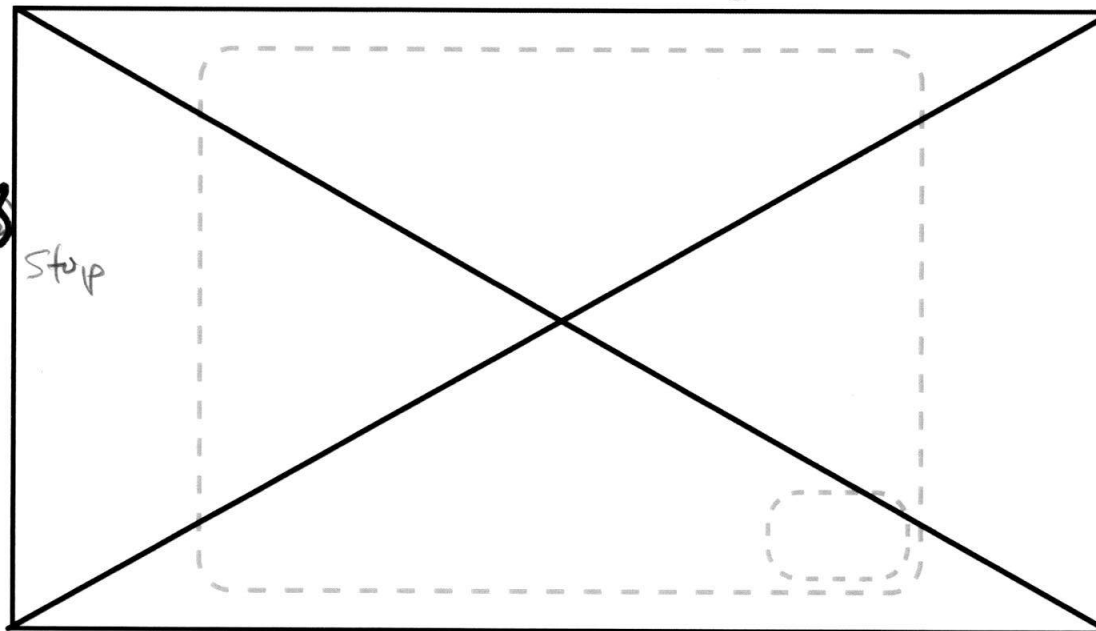
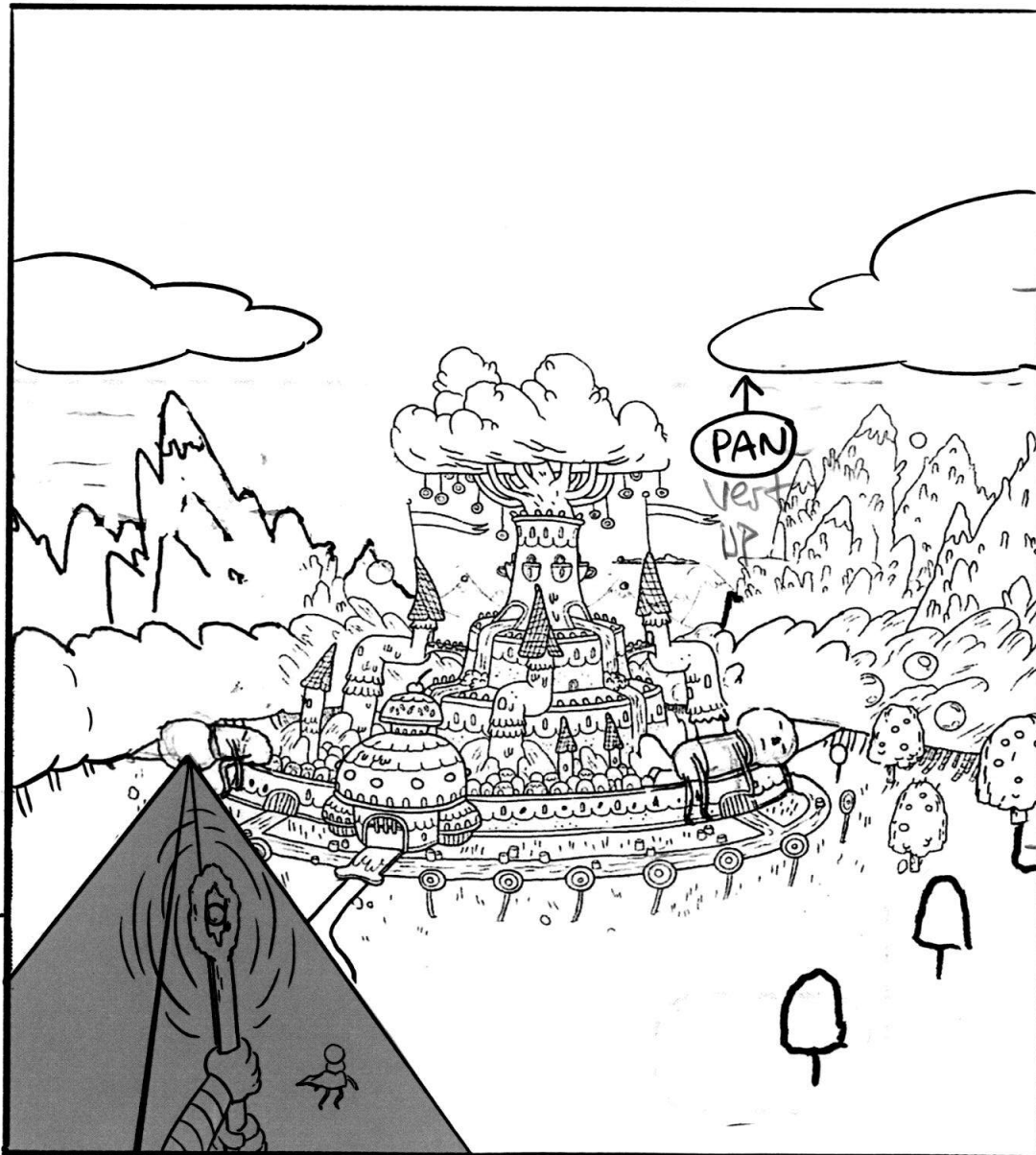
Bg.

day night

Sc.

Pnl.

Bg.



DARREN: incantation

- PAN UP TO SKY.

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1025/170

Production:

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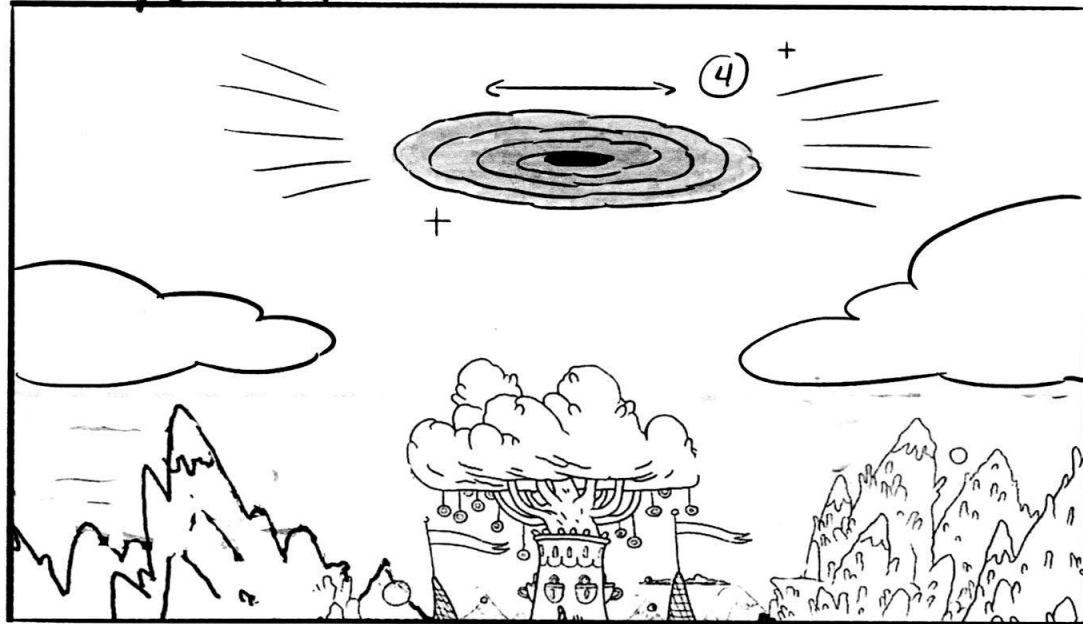
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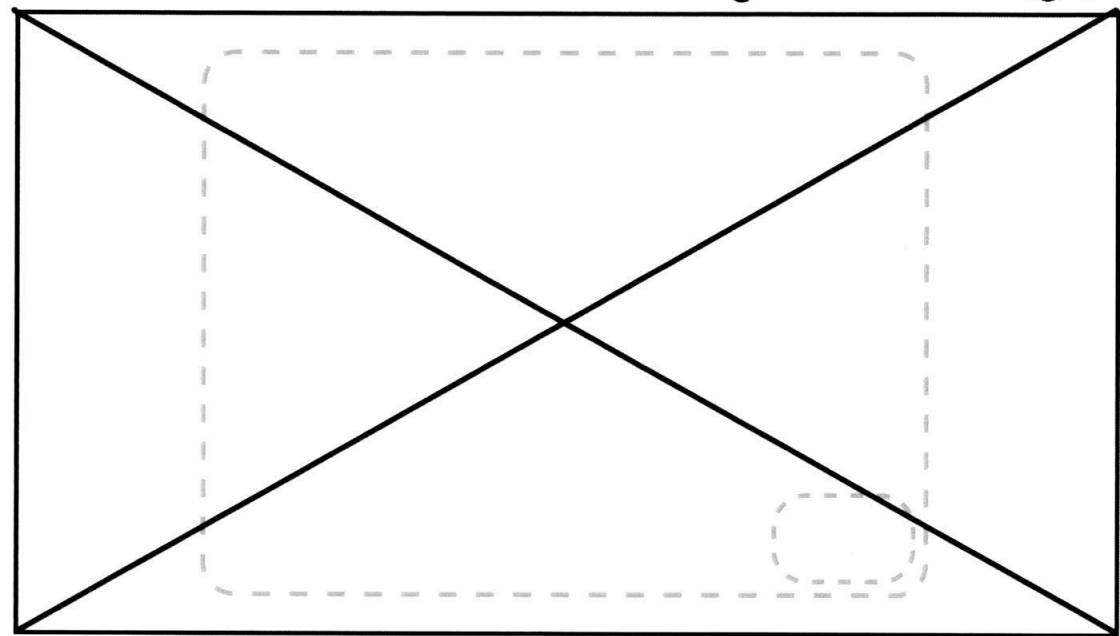


Page 72A

Sc. *75 cont* Pnl. *C* Bg. day night



Sc. *Cut* Pnl. Bg. *73 next* day night



Dialog:

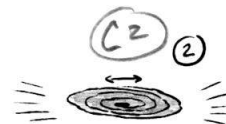
Action:

portal opens +

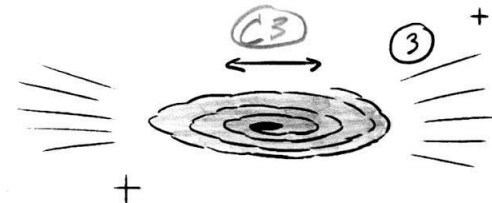
Timing:



+



+



JAN 31 2014

EPISODE # 1025-170

1025/170

Production:

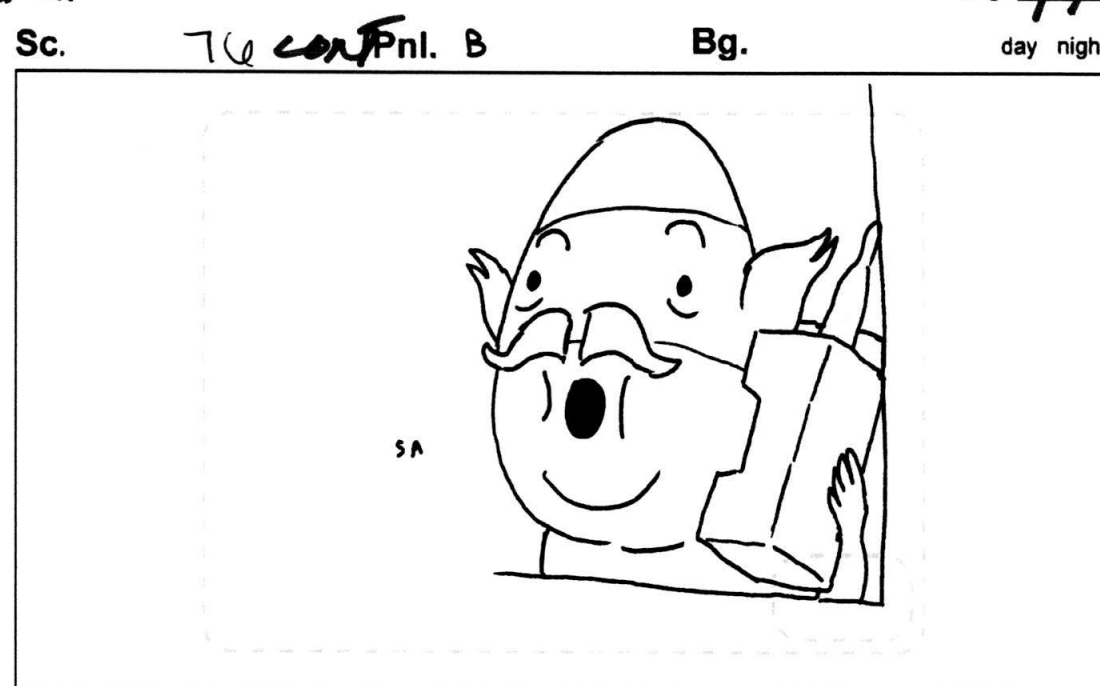
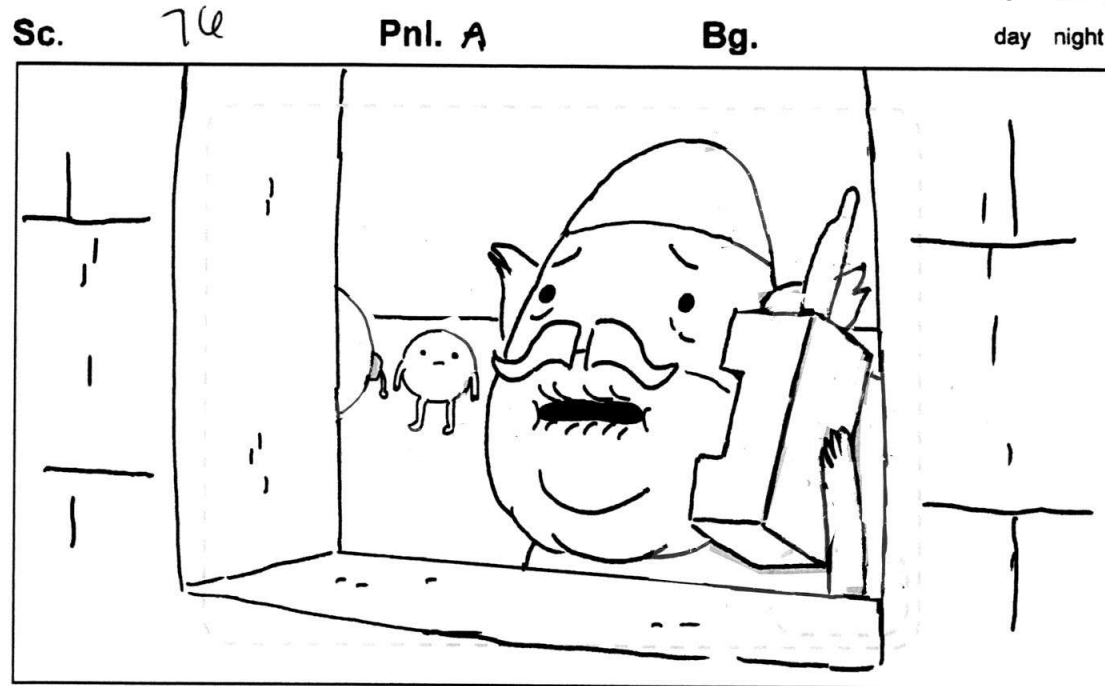
1025/170

Cut

ADVENTURE TIME



Page 77
day night



Dialog:	<u>(ccc)</u> / -what am I supposed to -	<u>(ccc)</u> / OOP! PARTY'S STARTING!
Action:		
Timing:		

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1025/170
Production :

1025/170

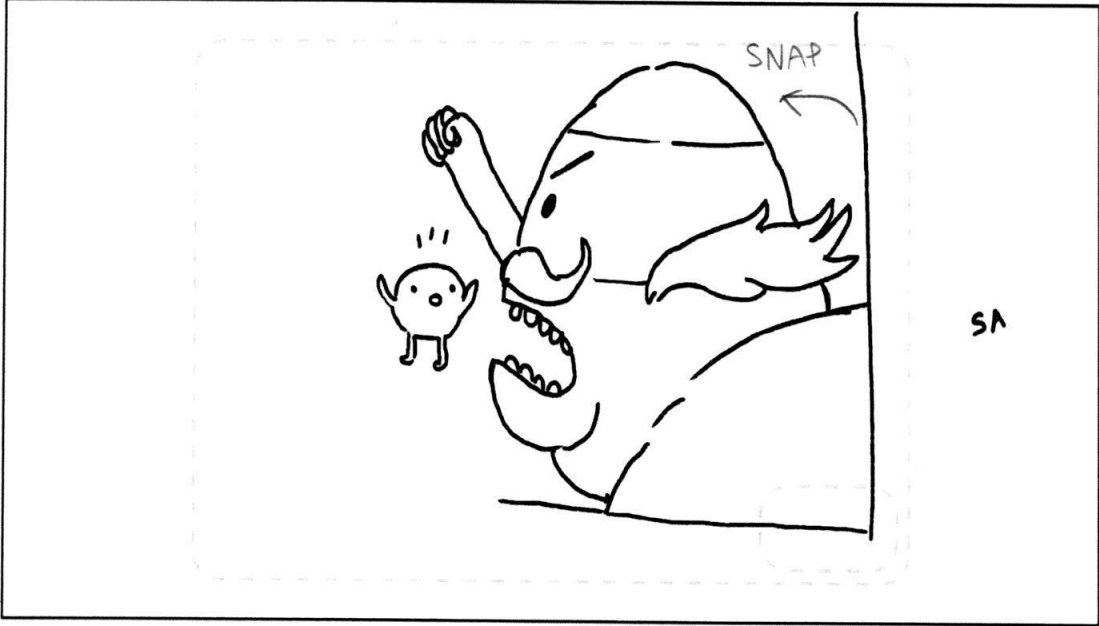
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ADVENTURE TIME

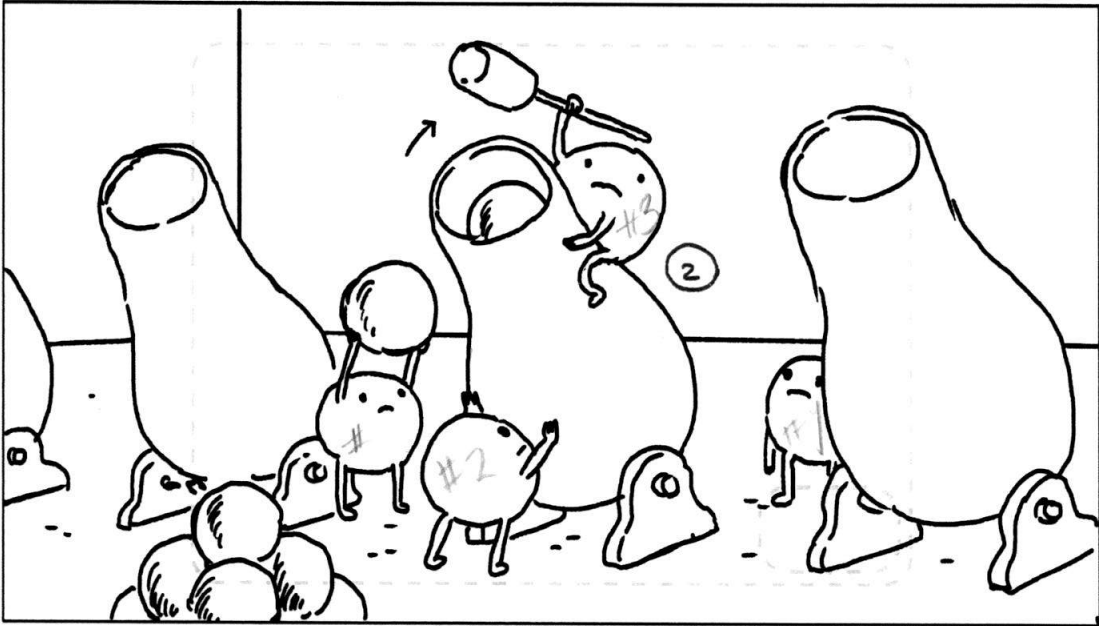


Cut

Sc. 76 CONT Pnl. C Bg. day night



Sc. 77 Pnl. A Bg. day night



Dialog:

CCC/ LOAD EM UP, SOLDIERS!

Action:

Timing:



JAN 31 2014

Production :

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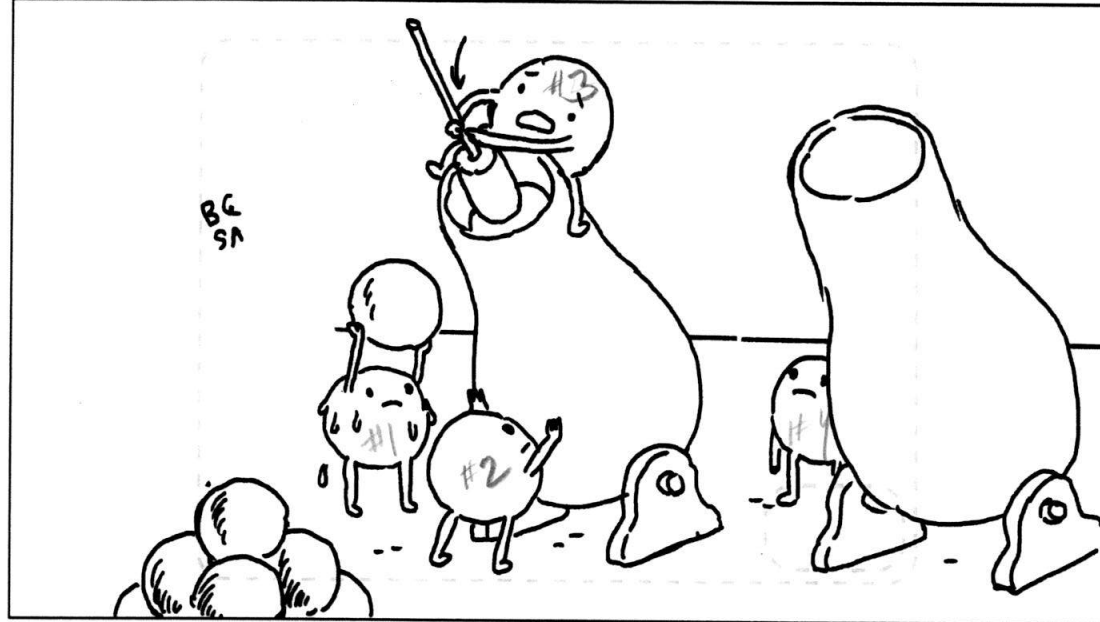
1025/170

ADVENTURE TIME

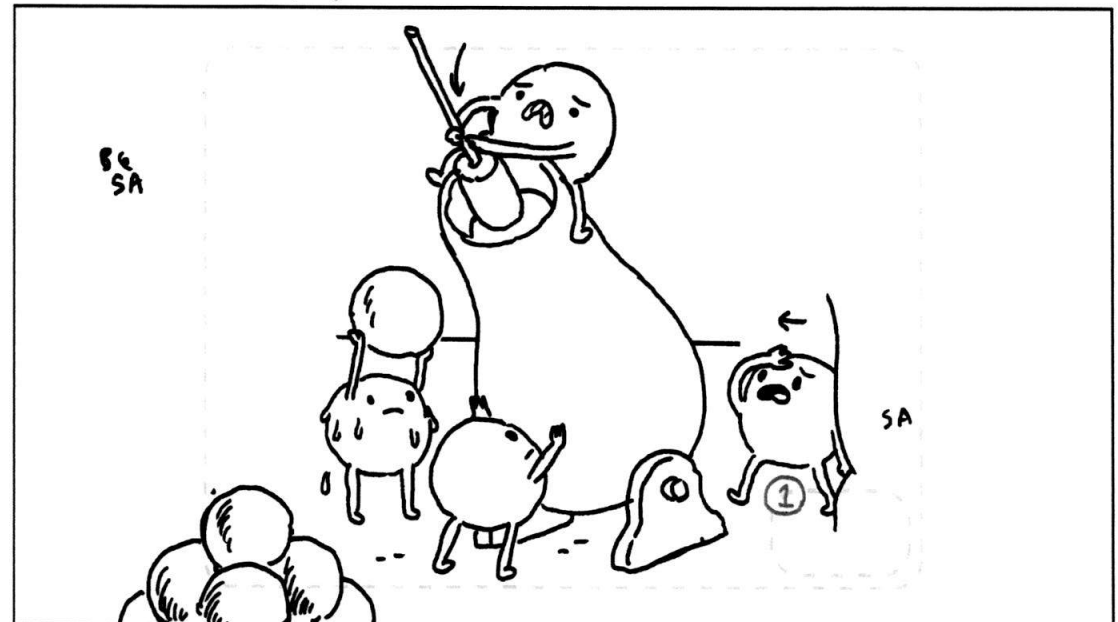


Page 75
day night

Sc. 77 CONT Pnl. B Bg. day night



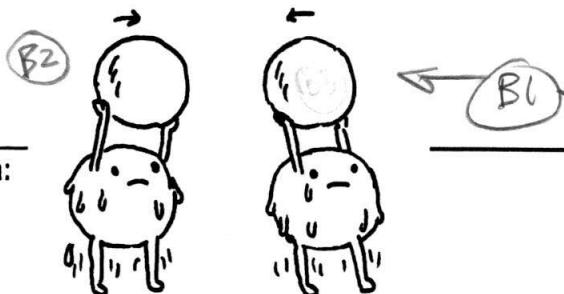
Sc. 77 CONT Pnl. C Bg. day night



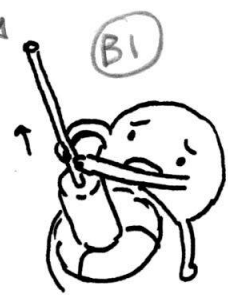
Dialog:

Action:

Timing:



SWAYING + SWEATING SLOWLY,
LEGS QUINERIN.



CANDY
SOLDIER #3

YEAH JUST PUT IT IN
THERE , I DON'T KNOW.



C JAN 31 2014

EPISODE #

Production :

1025-170

1025/170

1025/170

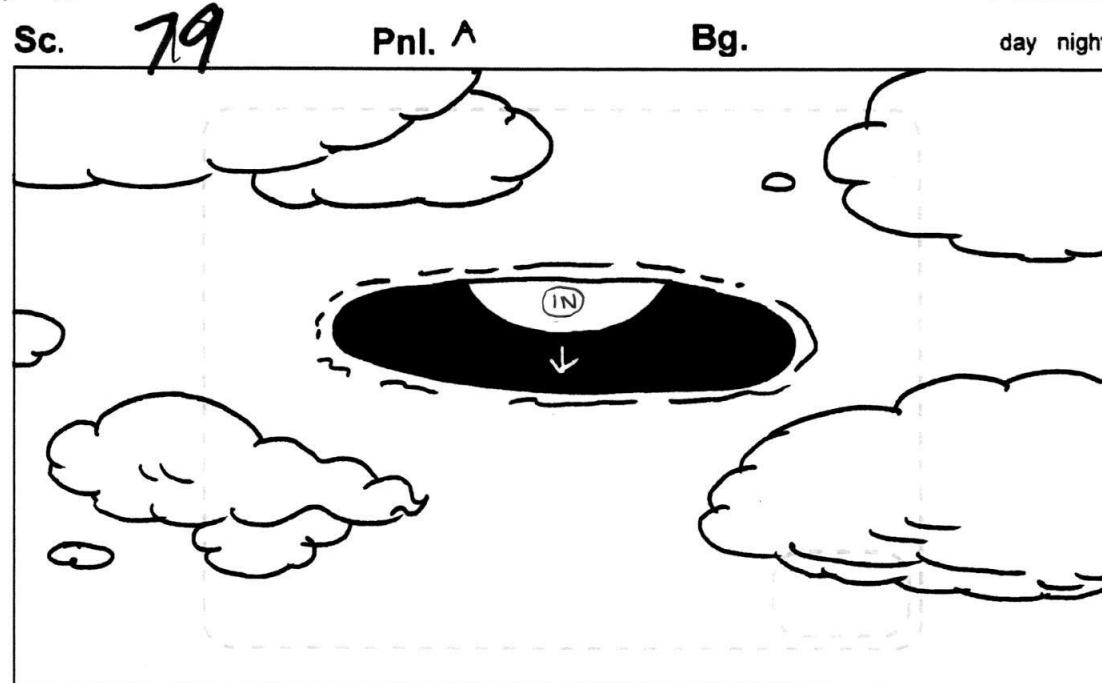
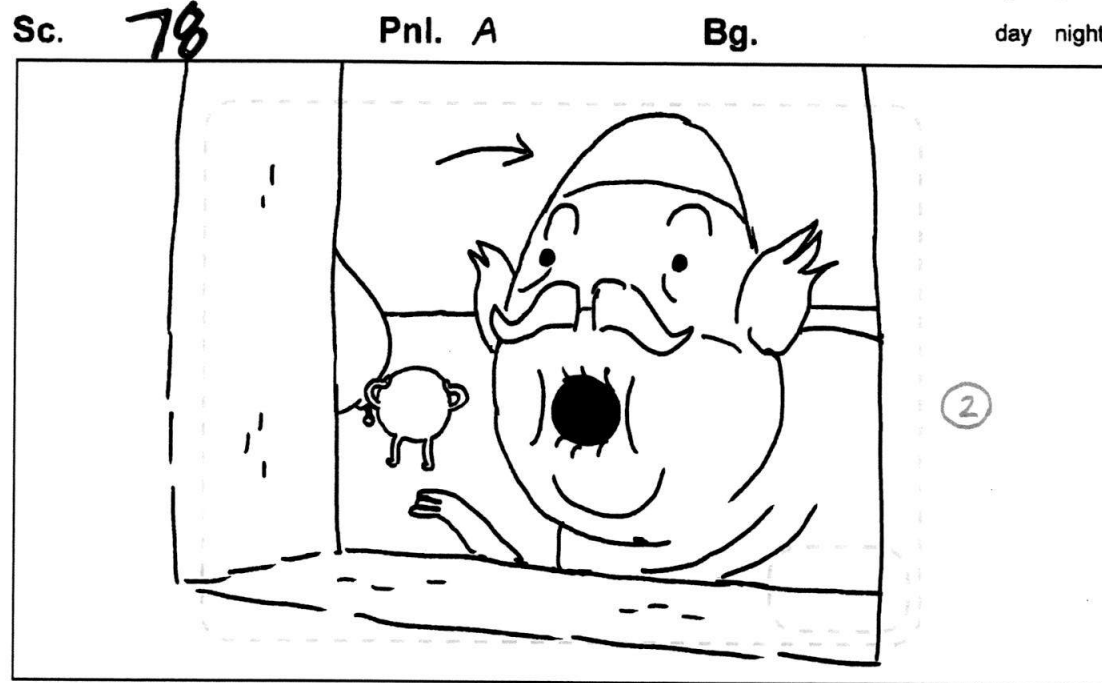
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1025/170

ADVENTURE TIME



Page 76



Dialog:	(ccc) / OH DANG!		(A1)
Action:			- EGG POPS OUT OF PORTAL
Timing:			JAN 31 2014

1025-170

EPISODE #

1025/170

Production :

1025/170

1025/170

OF ELEMENTS

ADVENTURE TIME



Sc.

79 CONT

Bg.

day night

Sc.

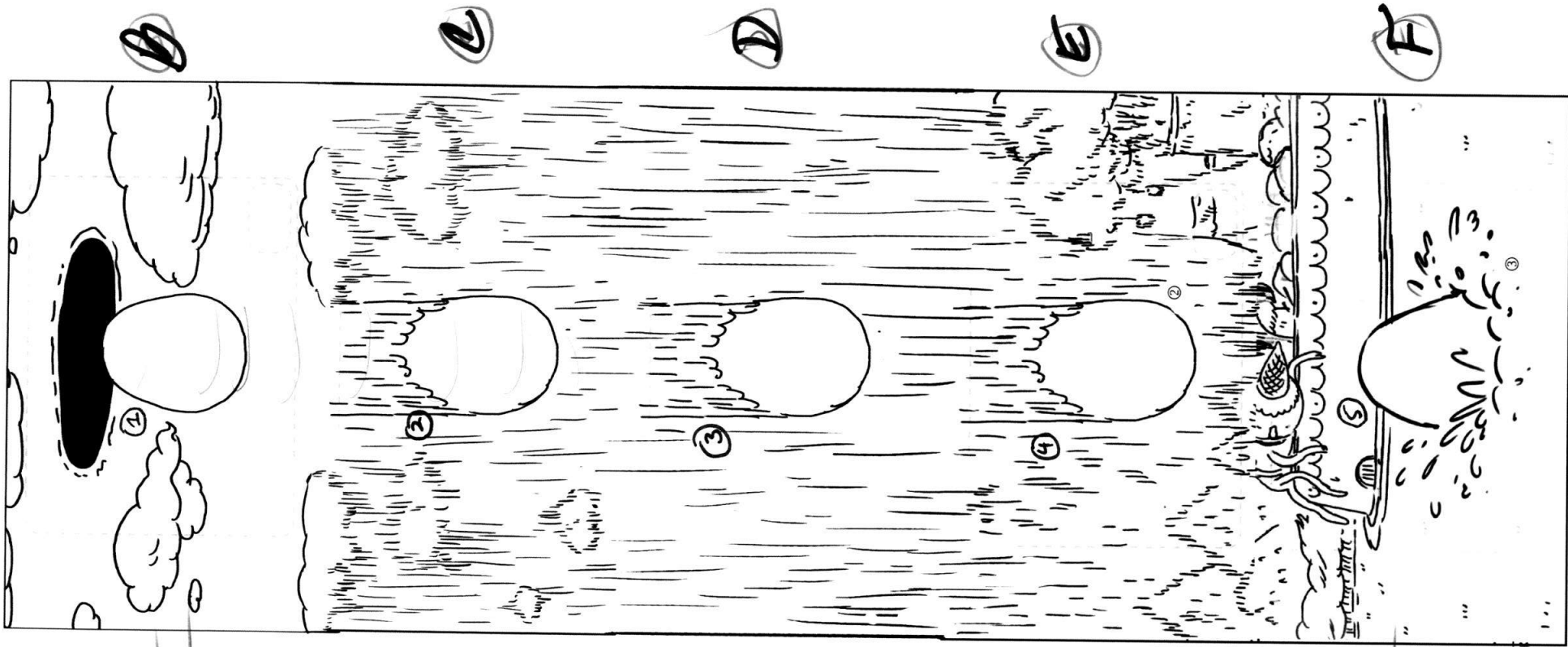
Pnl.

Bg.

Page

77

day night



PAN

Dialdg



Action:

BG PANS AS EGG FALLS.

Timing:

JAN 31 2014

EGG LANDS

CAMERA SHAKES

Production :

EPISODE #

1025-170

1025/170

1025/170

1025/170

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ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. 79 cont Pnl. 9 Bg. day night

Dialog:

Action:

Timing:

SFX: * EGG CRACKING *

THE EGG HAS THE TEXTURE OF A TURTLE EGG.

(G) JAN 31 2014

EPISODE # 1025-170

Production : 1025/170

1025/170

ADVENTURE TIME



NO
SC
80

Page 79
day night

Cut

Sc. 79 *CONT* Pnl. *H* Bg.

day night

Sc. 79 *CONT* Pnl. *I* Bg.

day night

BG
SA



BG
SA



Dialog:

MUTANT / GRHGLH!

Action:

- EGG HATCHES

- MUSCLE MAN - MUTANT CRAWLS OUT OF EGG

JAN 31 2014

Timing:

EPISODE #

1025-170

1025/170

Production :

1025/170

1025/170

1025/170

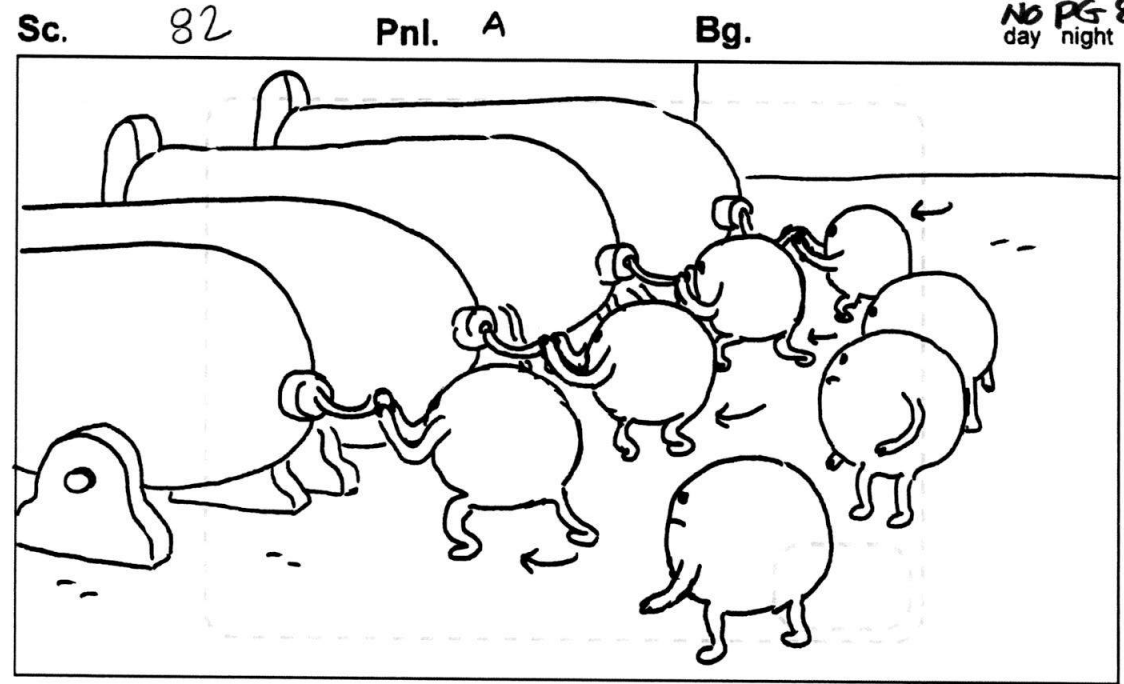
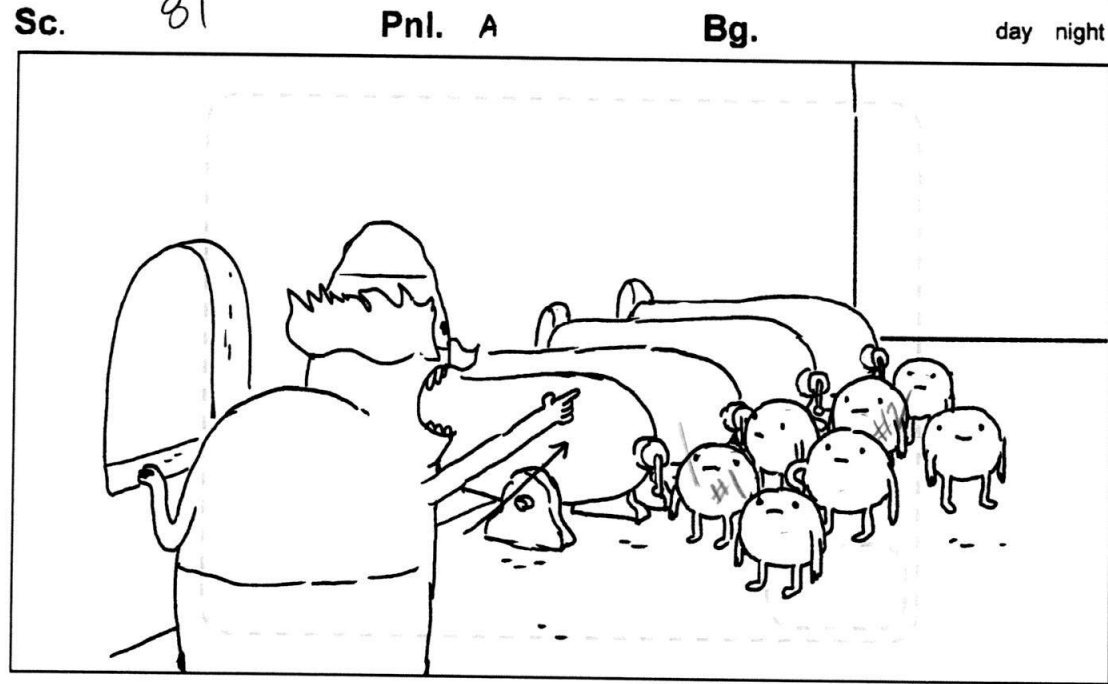
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Cut

ADVENTURE TIME



HTU
Cut



Page 80
No PG 81
day night

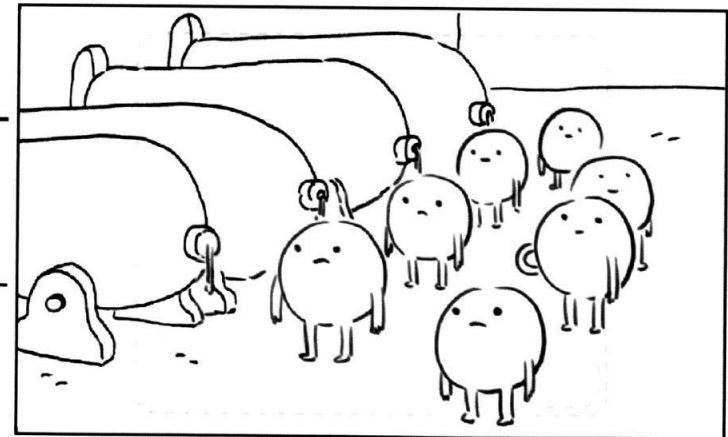
Dialog:

(CCC) / FIRE !!!

Action:

Timing:

S.D.
AI



JAN 31 2014

EPISODE # 1025-170

1025/170

Production :

1025/170

ADVENTURE TIME



No Scene 83

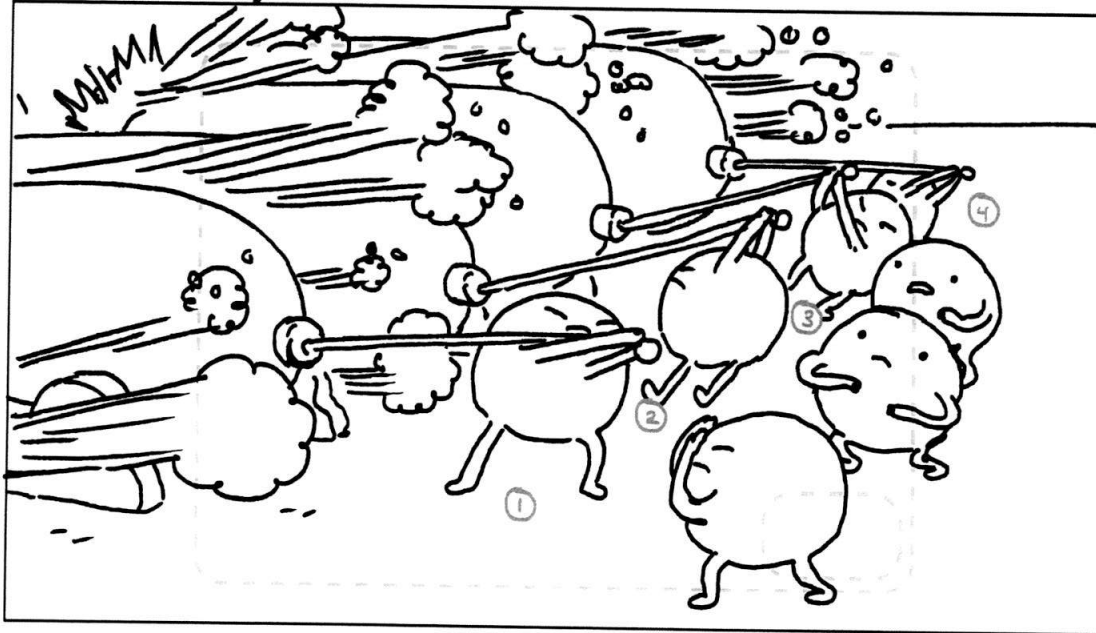
Page 82

Sc. 82 *CONT*

Pnl. B

Bg.

day night

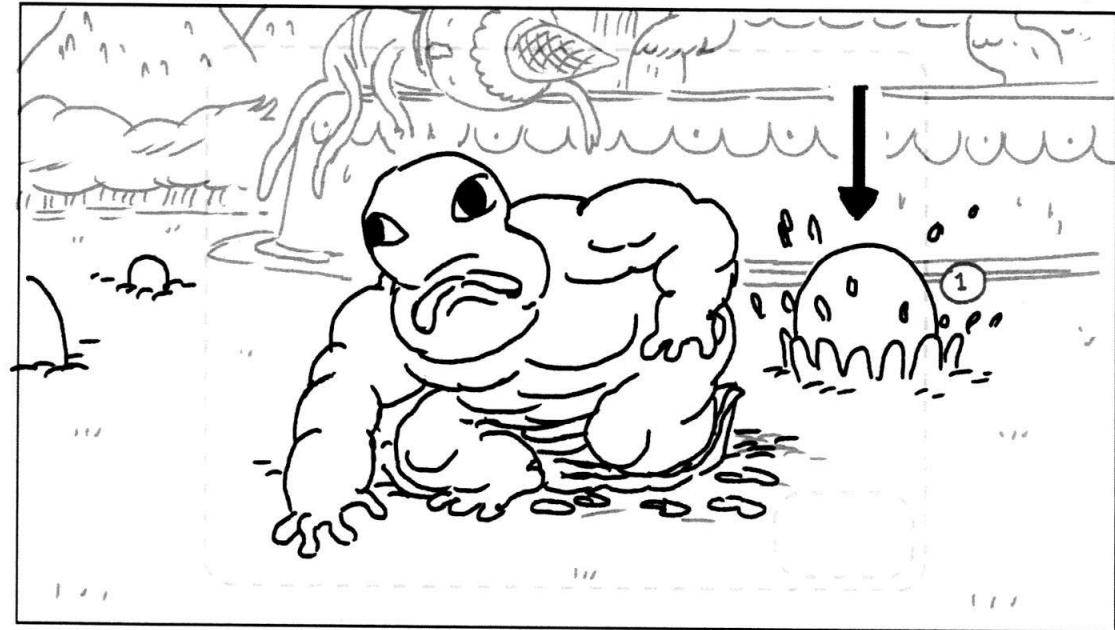


Sc. 84

Pnl. A

Bg.

day night



Dialog:

③ / ① BOOM!
② BOOM!
③ BOOM!
④ BOOM!

Action:

- CANDY SOLDIERS FIRE CANNONS.

Timing:

MUTANT : GWH ...

JAN 3 1 2014



- MORE EGGS LAND



EPISODE # 1025-170

1025/170

Production :

1025/170

ADVENTURE TIME



Sc. 84 *CONT* Pnl. B Bg. day night

Sc. 84 *CONT* Pnl. C Bg. day night

Dialog:	
Action:	<div>CANNONBALLS ENTER</div> <div>MUTANT EXPLODES</div> <div>(MUSCLEMAN MUTANTS ARE MADE OF PVC GUM-MATERIAL)</div>
Timing:	JAN 8 2014

1025-170

EPISODE #

1025/170

Production :

ADVENTURE TIME



Page 84

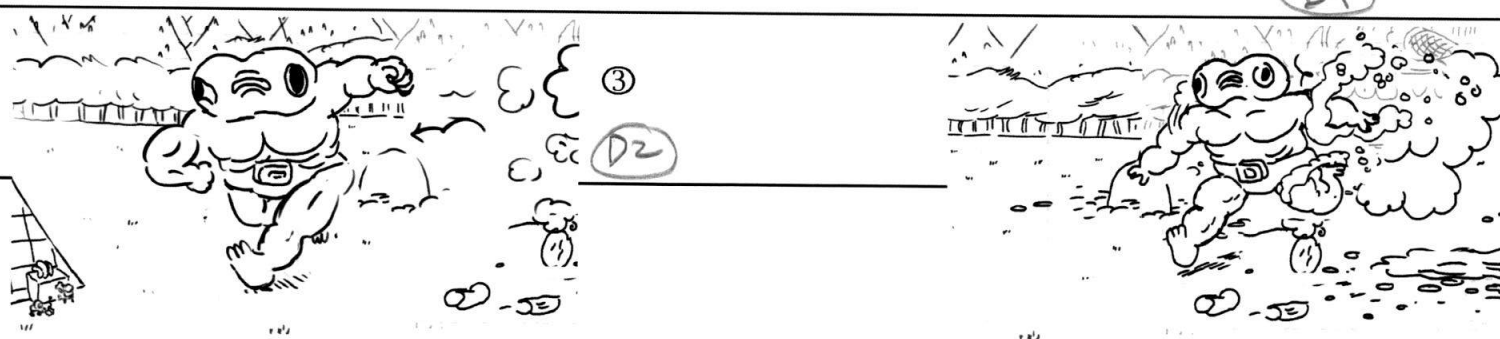
Sc. 84 *cont* Pnl. *E* Bg. day night Sc. Pnl. *D* Bg. day night



Dialog: *stop* *pan w/ action*

Mudman runs through smoke, cam. adjusts

Action:



Timing:

JAN 31 2014

EPISODE #

1025/170

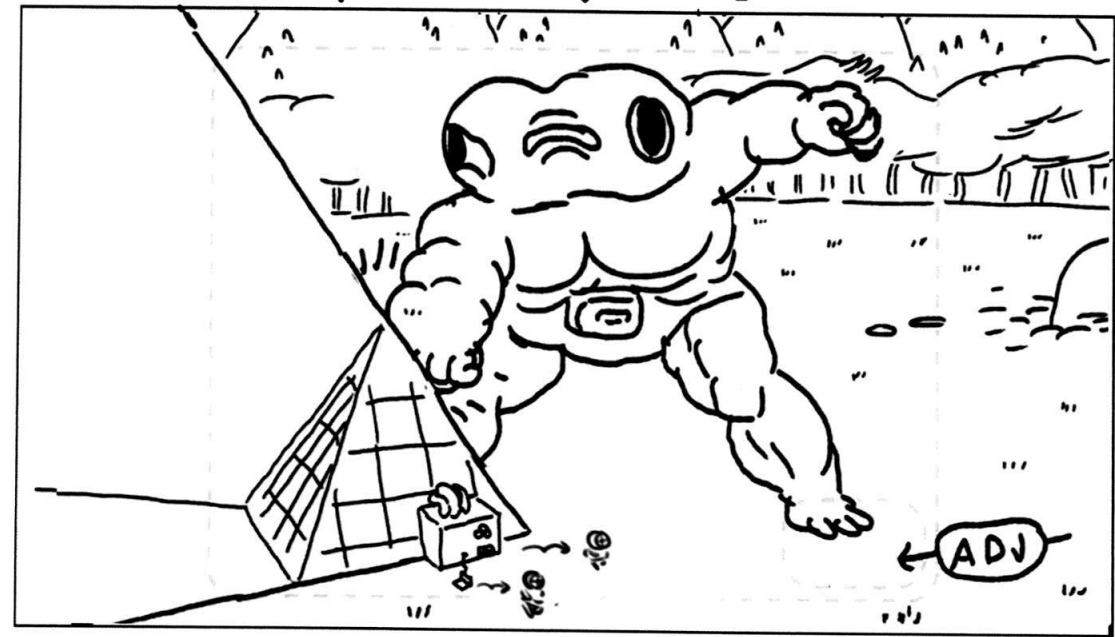
Production:

1025/170

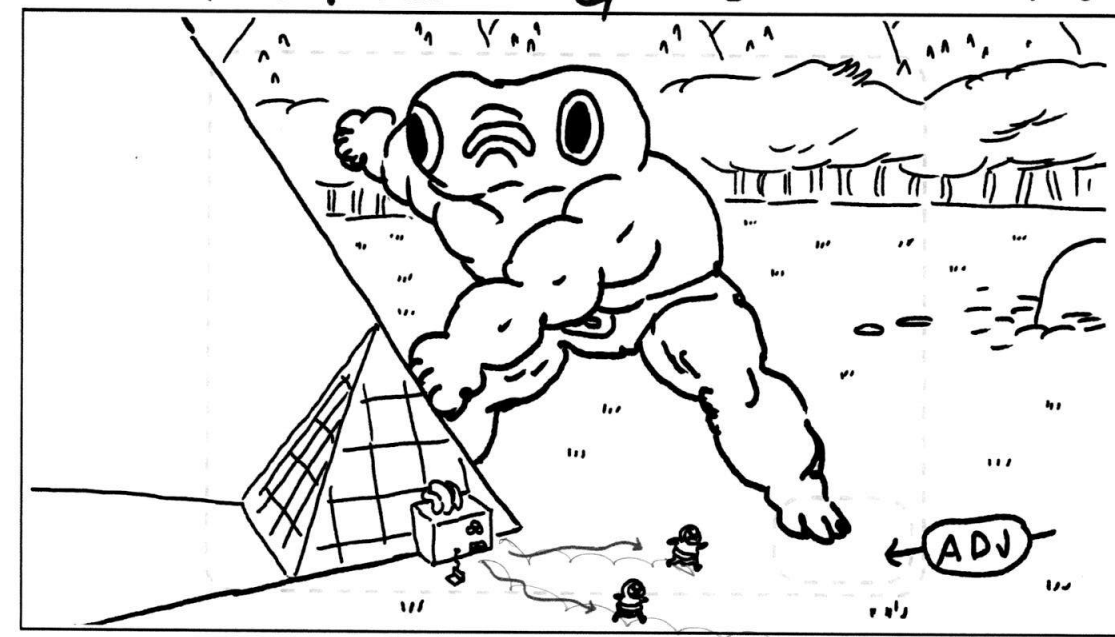
ADVENTURE TIME



Sc. 84 CONT Pnl. F Bg. day night



Sc. 84 CONT Pnl. G Bg. day night



Page 85
85A NEXT

Dialog:

Action: - MUSCLEMAN MUTANT RUNS UP TO FORCE- FIELD GENERATOR - LITTLE ORANGE DUDES RUN OFF

≡ PUNCH ≡

JAN 3 1 2014

Timing:

EPISODE # 1025-170

1025/170

Production :

1025/170

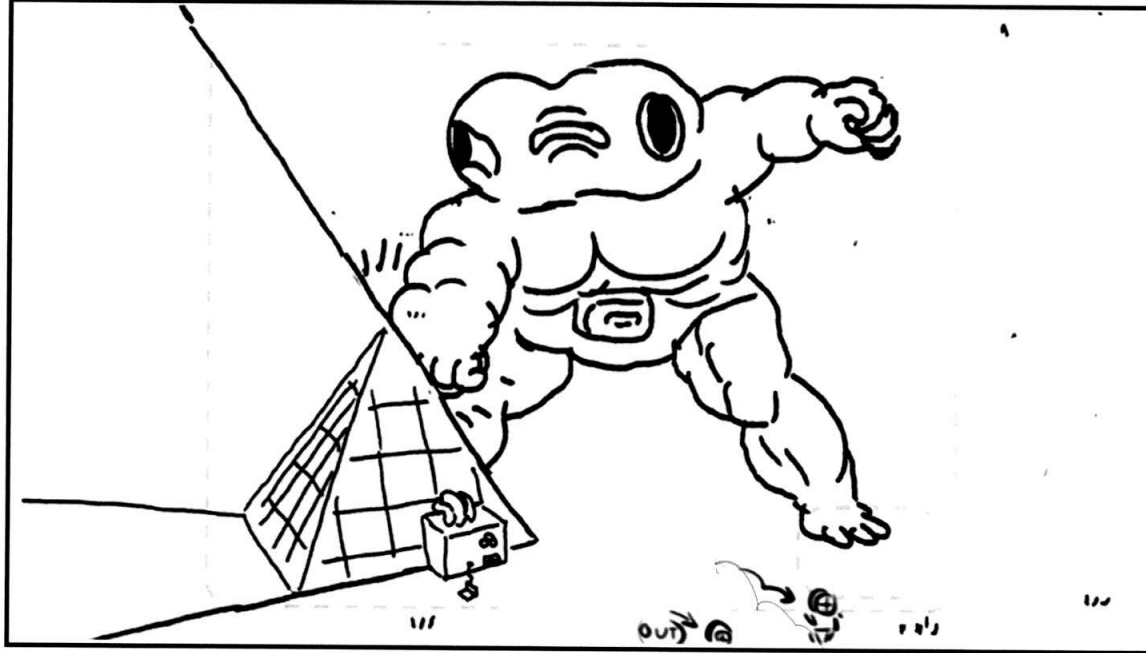
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0116301

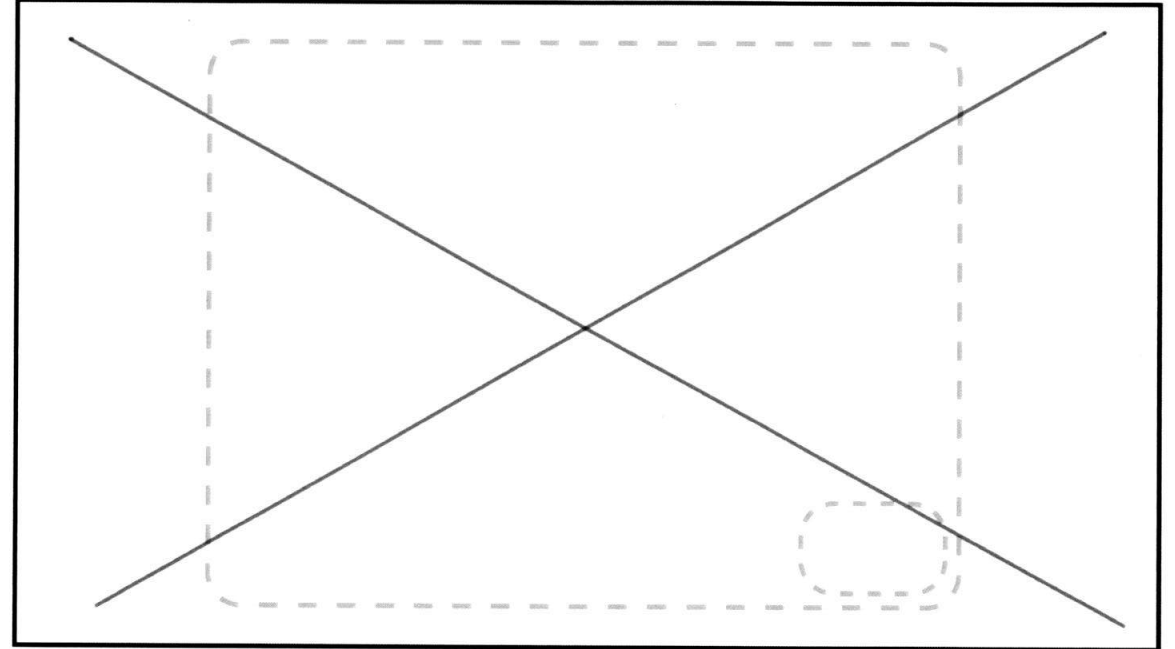
ADVENTURE TIME



Sc. 84 *CONT* Pnl. *H* Bg. day night



Sc. *Cut* Pnl. Bg. day night



Page 85A
86 NEXT
day night

Dialog:

Action:

Timing:

JAN 31 2014

EPISODE #

1025/170

Production:

1025/170

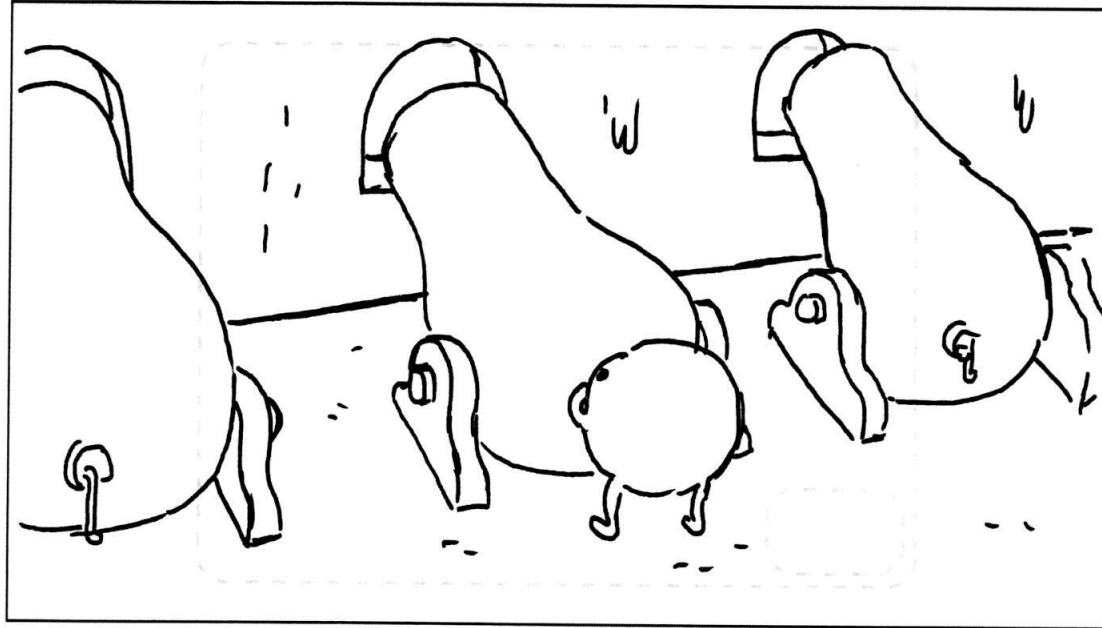
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ADVENTURE TIME

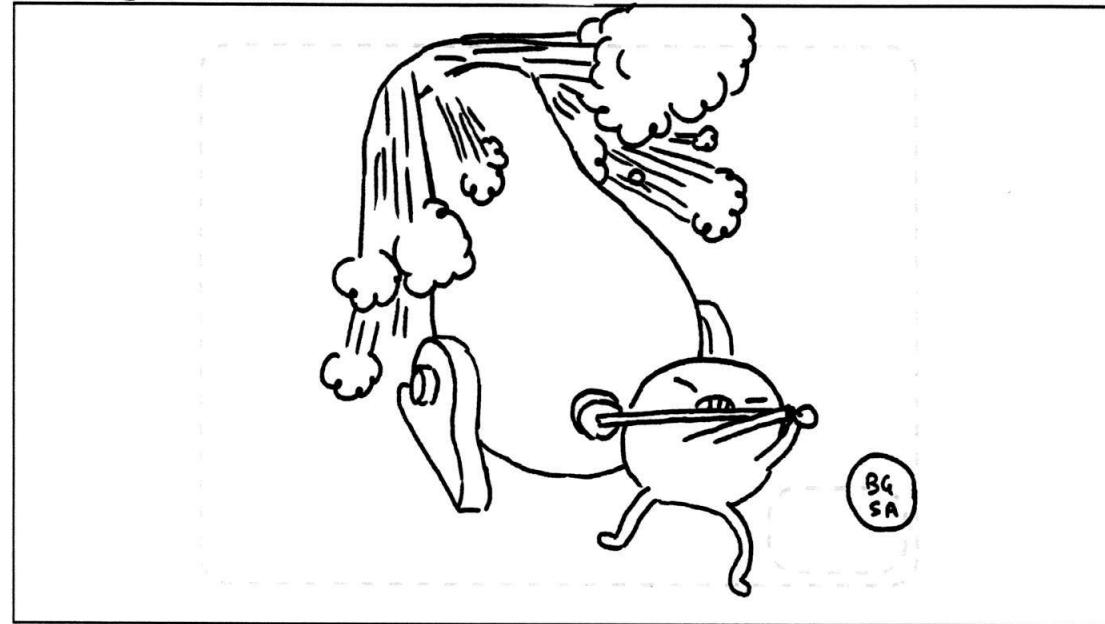


Page 86

Sc. 85 Pnl. A Bg. day night



Sc. 85 cont Pnl. B Bg. day night



Dialog:

(SFX) BOOM!

Action:

- CANDY SOLDIER FIRES CANNON.

JAN 31 2014

Timing:

EPISODE # 1025-170

Production :

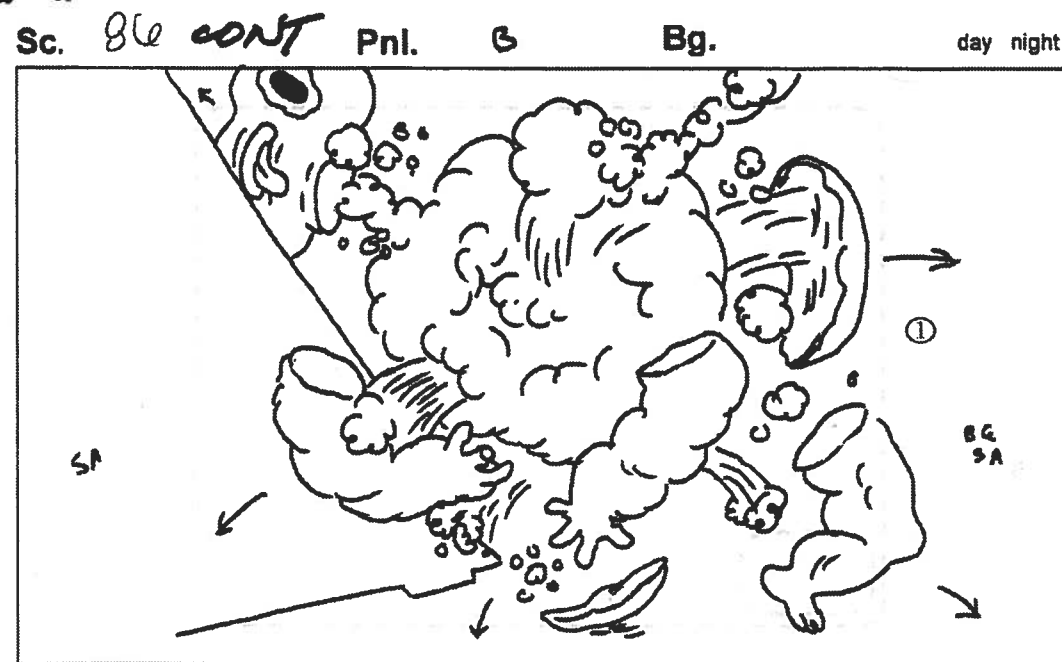
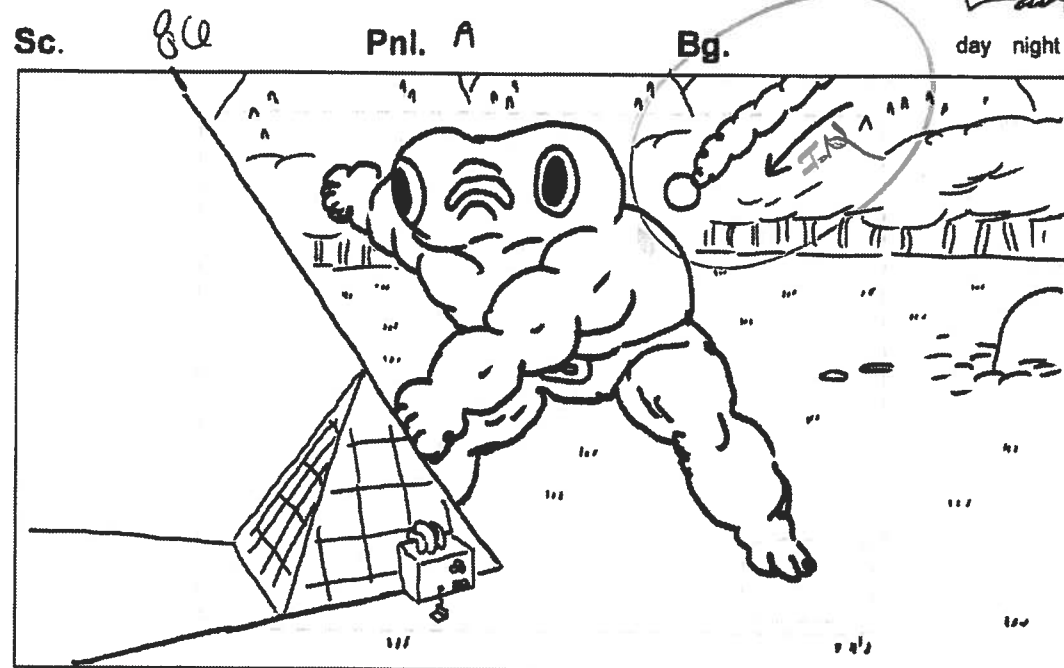
1025/170

ADVENTURE TIME



REVISED
02/13/14

Page 87

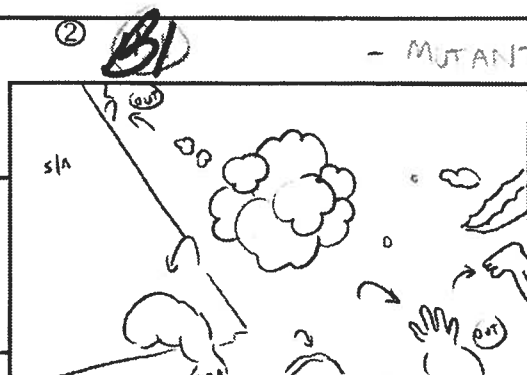


Dialog:

Action:

- CANNONBALL COMES IN ...

Timing:



EXPLODES! **B2** ③



Production :

EPISODE # 1025-170

1025/170

1025/170

1025/170

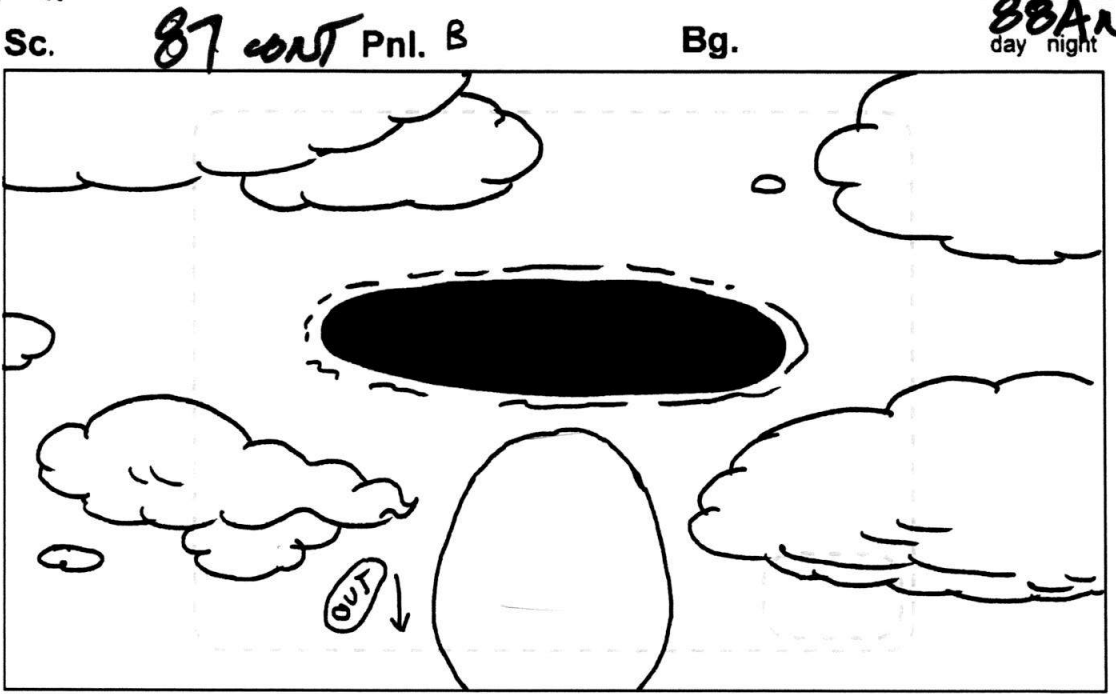
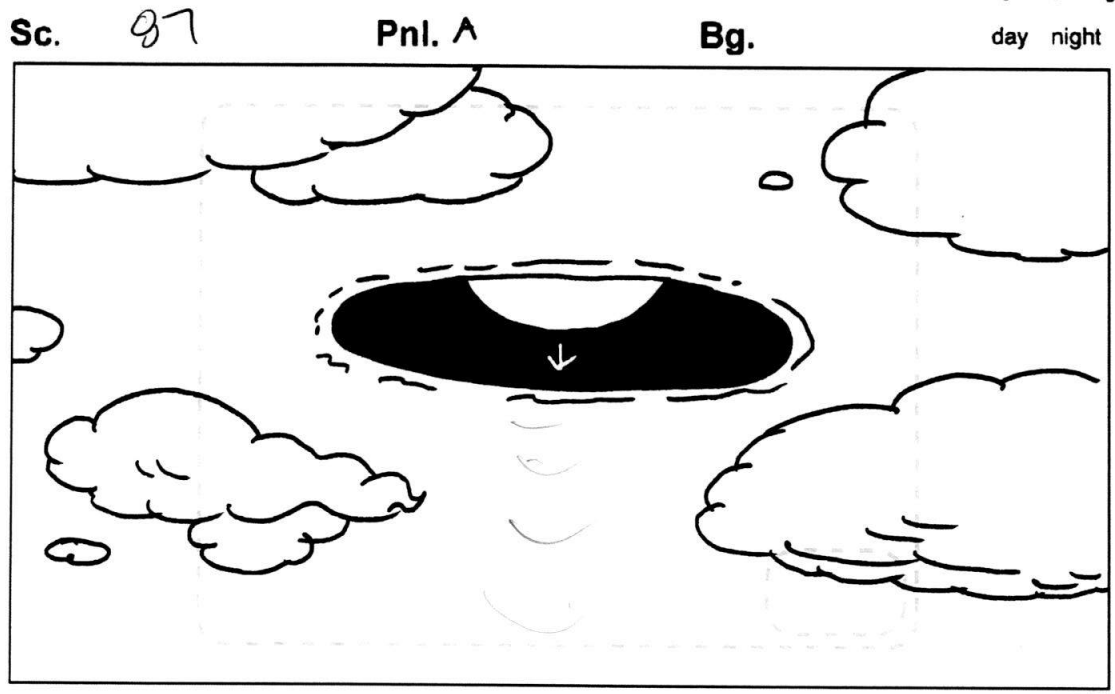
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Cut

ADVENTURE TIME



Page 88
BBAWET
day night



Dialog:	JAN 3 1 2014	
Action:	more eggs fall out of sky	TWO EGGS FALL OUT OF HOLE. (A, B, A, B.)
Timing:		

EPISODE # 1025-170

1025/170

Production :

1025/170

ADVENTURE TIME

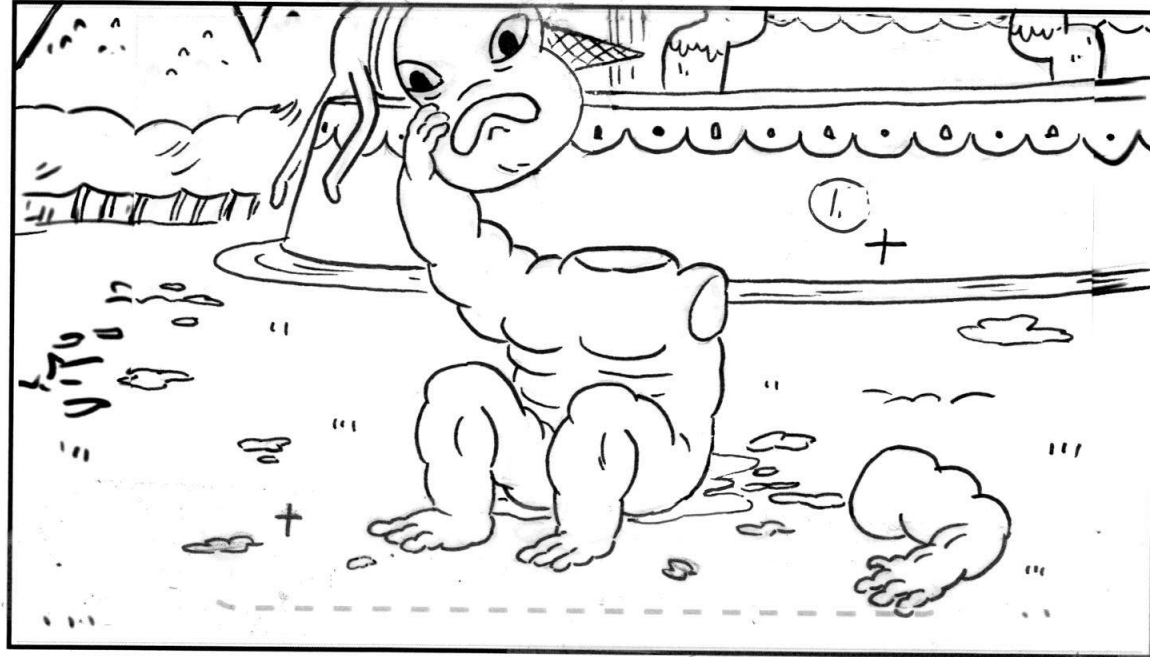


Sc. 88

Pnl. A

Bg.

day night

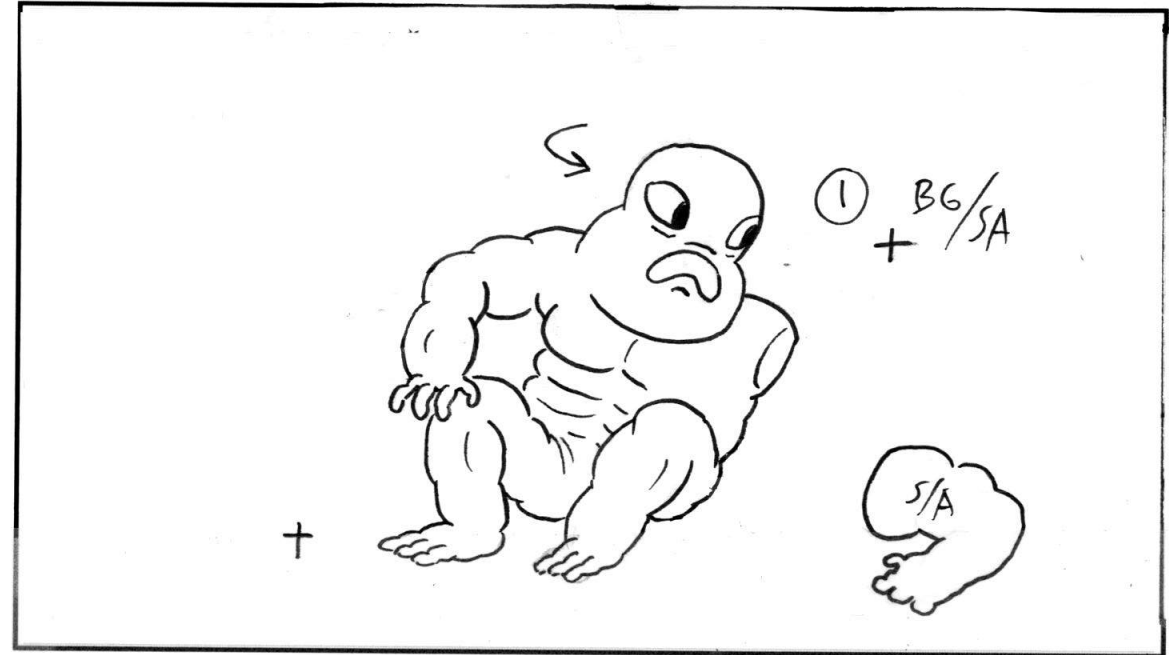


Sc.

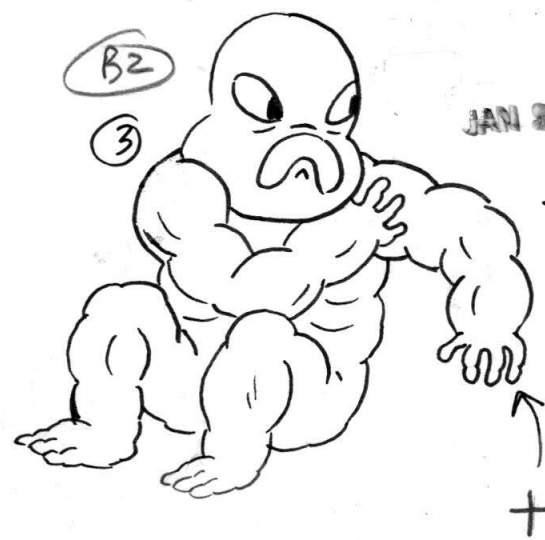
88 CONT

Pnl. B

Bg.



Page 88A
day night



EPISODE #

1025/170

1025/170

ADVENTURE TIME



Sc.

88 cont

D

day night

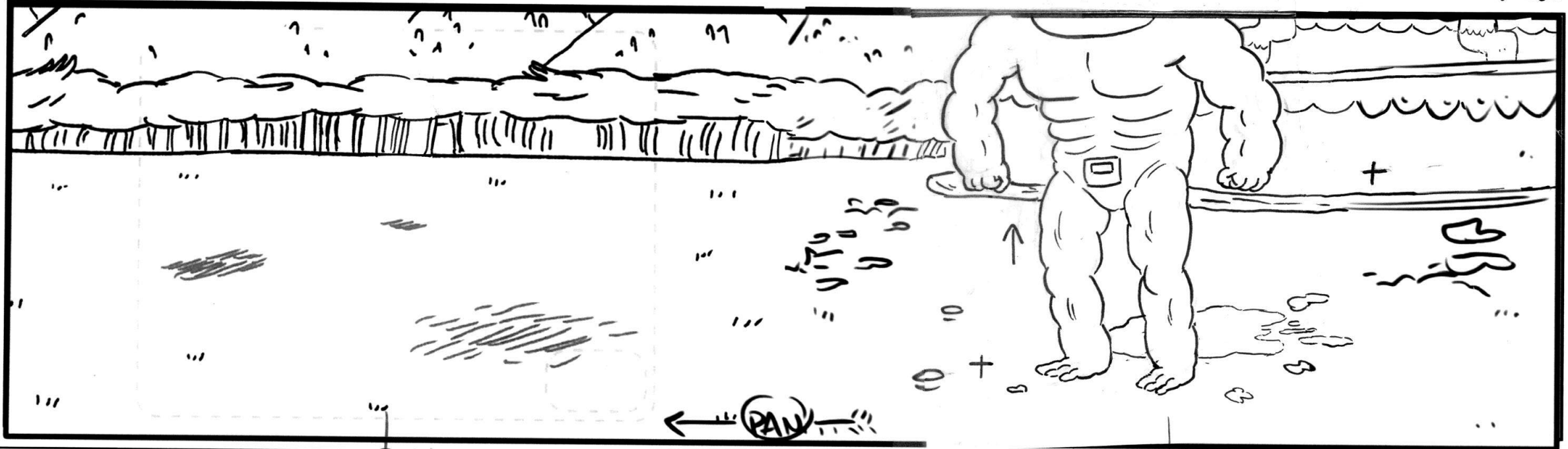
Sc.

C

Page

88B

89 NEXT
day night



Dialog:

Stop

Start

Action:

JAN 31 2014

Timing:

EPISODE #

1025/170

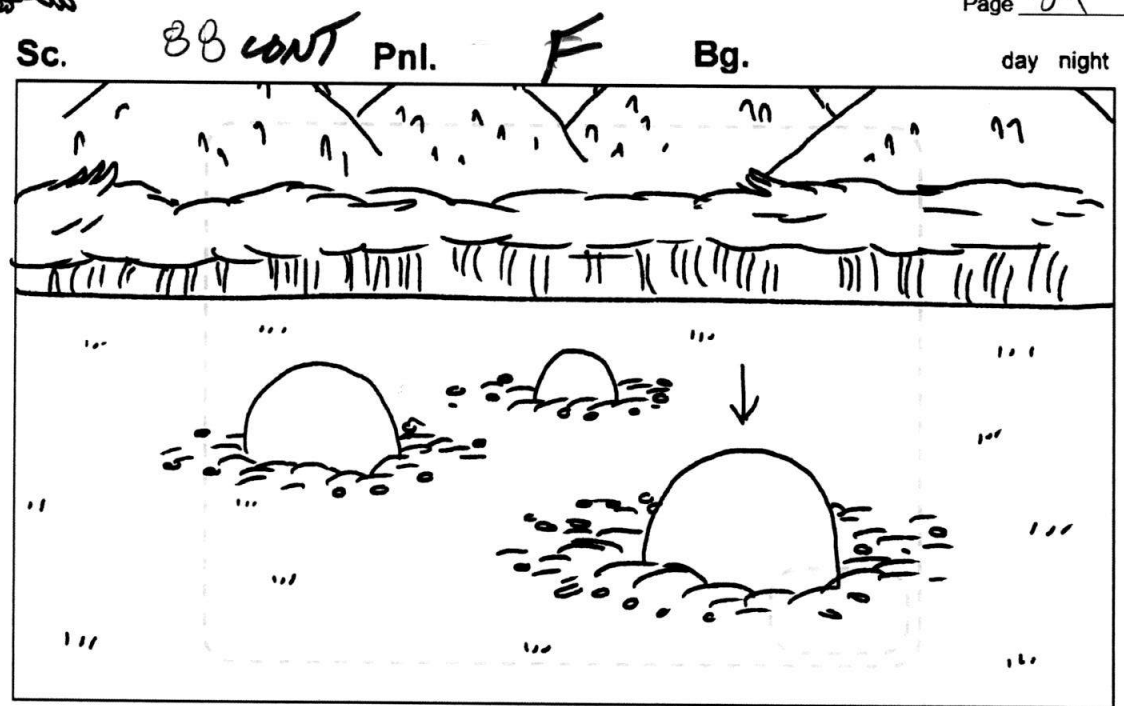
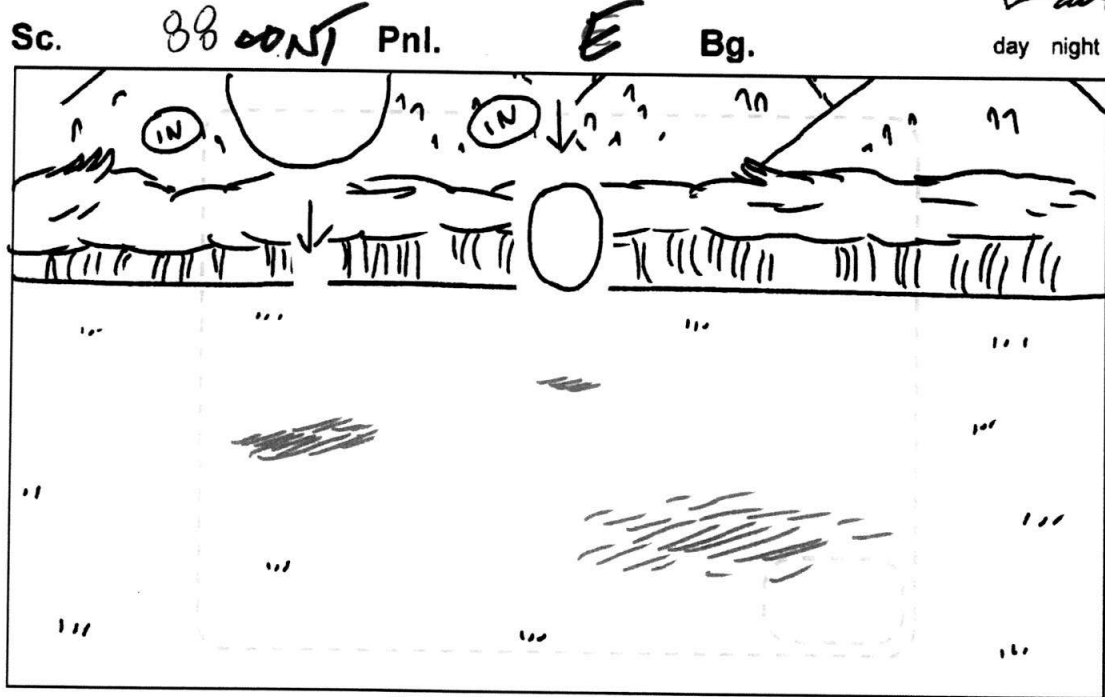
Production:

1025/170

ADVENTURE TIME



Page 39



Dialog:	
Action:	- 3 EGGS LAND IN QUICK SUCCESSION
Timing:	

② F2

① F1

③ F3

JAN 31 2014

1025-170

EPISODE #

1025/170

Production :

1025/170

ADVENTURE TIME



Page 90

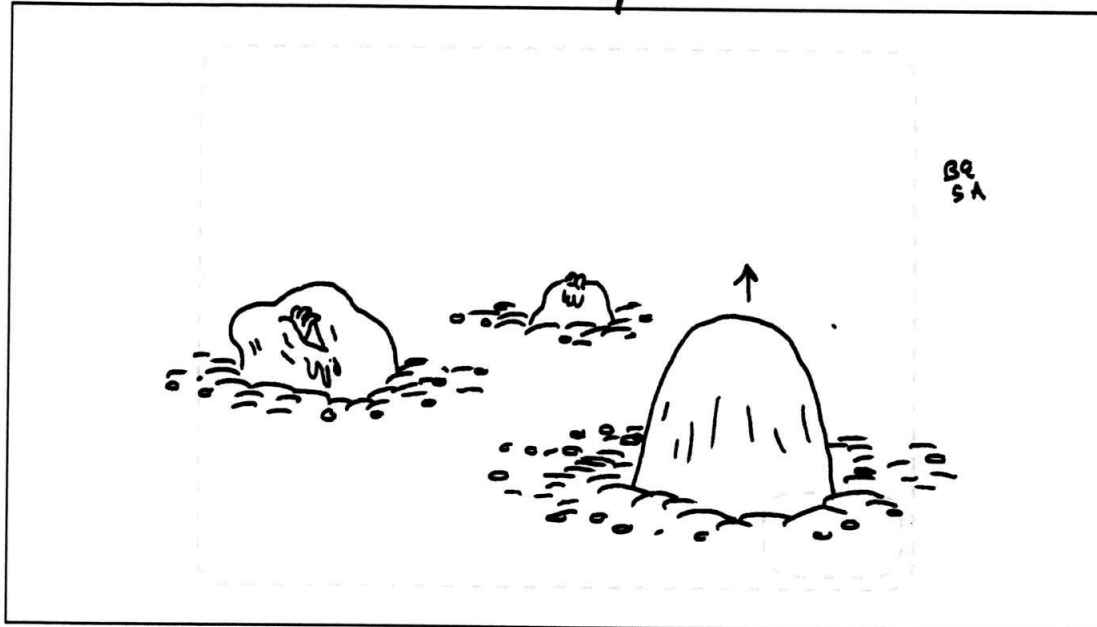
Sc.

88 CONT Pnl.

G

Bg.

day night



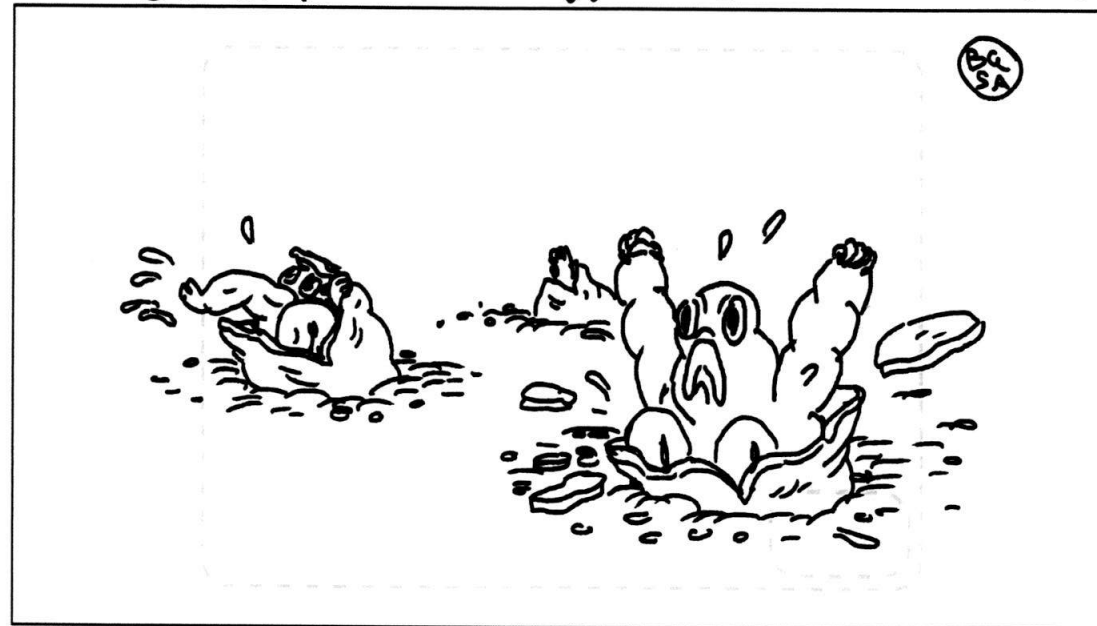
Sc.

88 CONT Pnl.

H

Bg.

day night



Dialog:

(mm) / WOOOAH!!!

Action:

START TO HATCH.

JAN 31 2014

Timing:

1025-170

EPISODE #

1025/170

Production :

1025/170

ADVENTURE TIME



Sc.

88 CONT

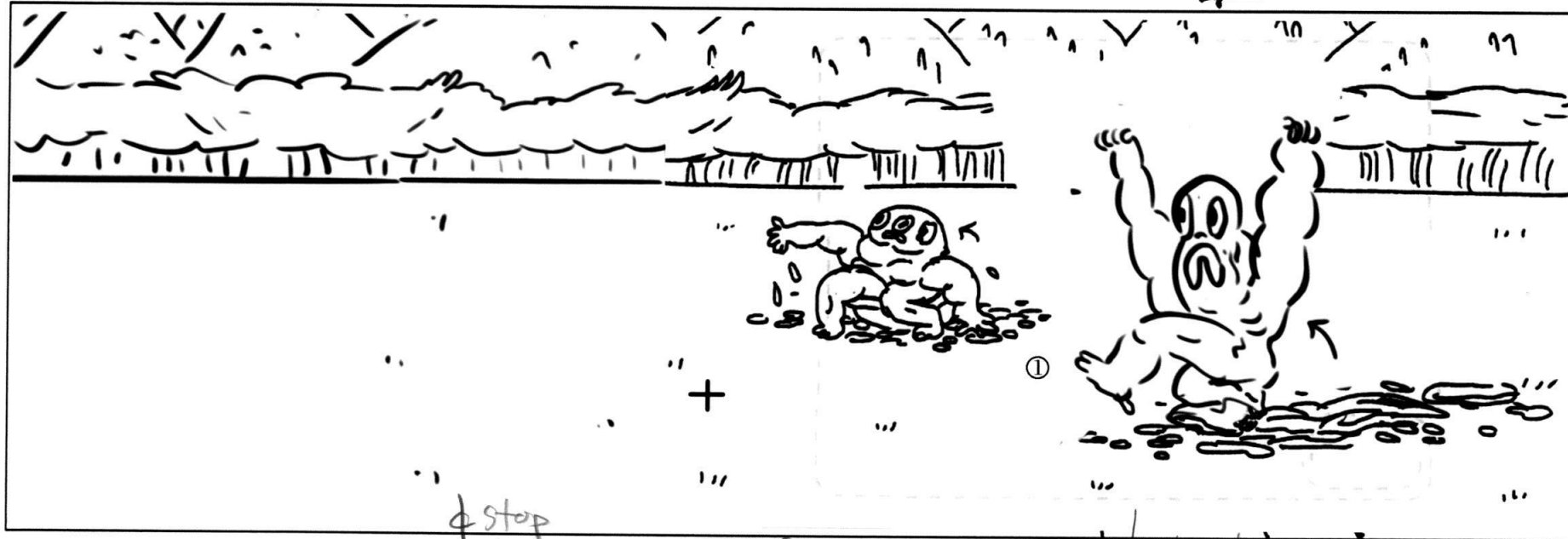
Bg.

day night

F

Page 91

Cut



Dialog:

(MM) / WAUGH !!

pan
w/ action

Action: - MUTANTS RUSH OFF/S.

CAM. FOLLOWS MUSCLEMAN, FOREGROUND
MUSCLEMAN WALKS INTO FRAME

Timing:



1025-170

EPISODE #

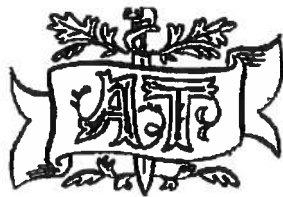
1025/170

Production :

1025/170

1025/170

ADVENTURE TIME



REVISED
02/13/14

Page 92

Sc.

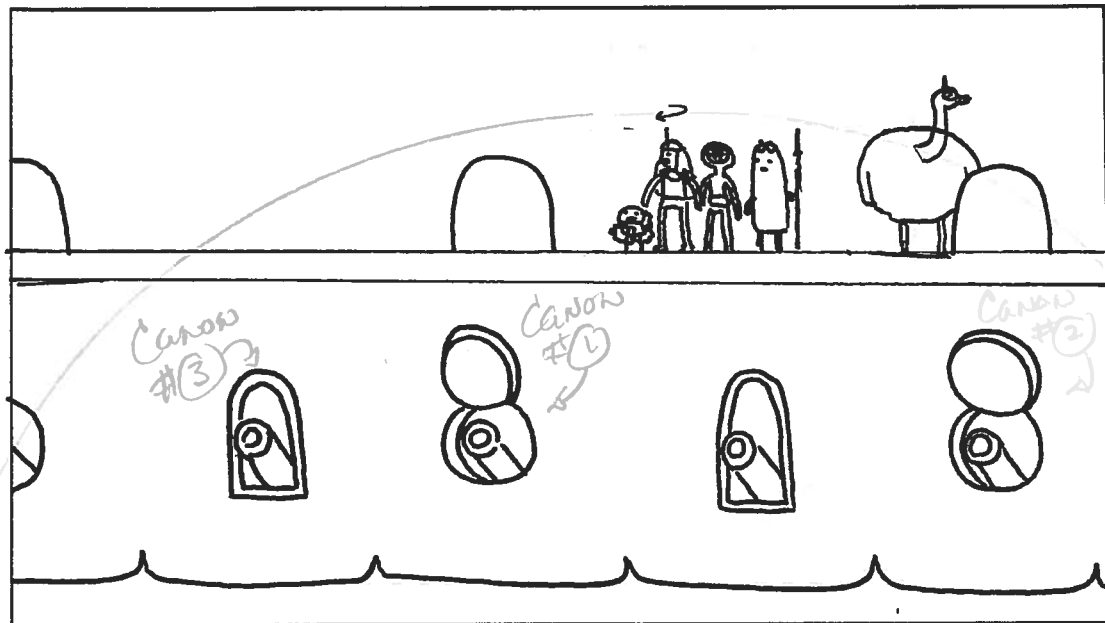
89

Pnl.

A

Bg.

day night



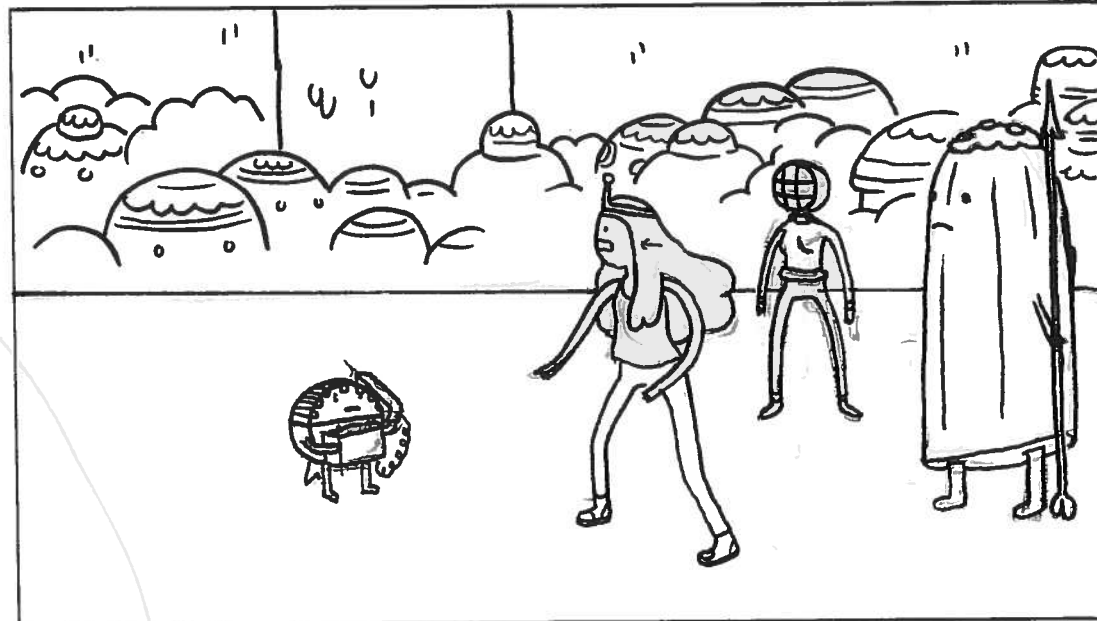
Sc.

90

Pnl. A

Bg.

day night



Dialog: PB/ Finn and Jake are you ready to -

PB/ What the -



Action:

Timing:



- CANNONS FIRE



EPISODE #

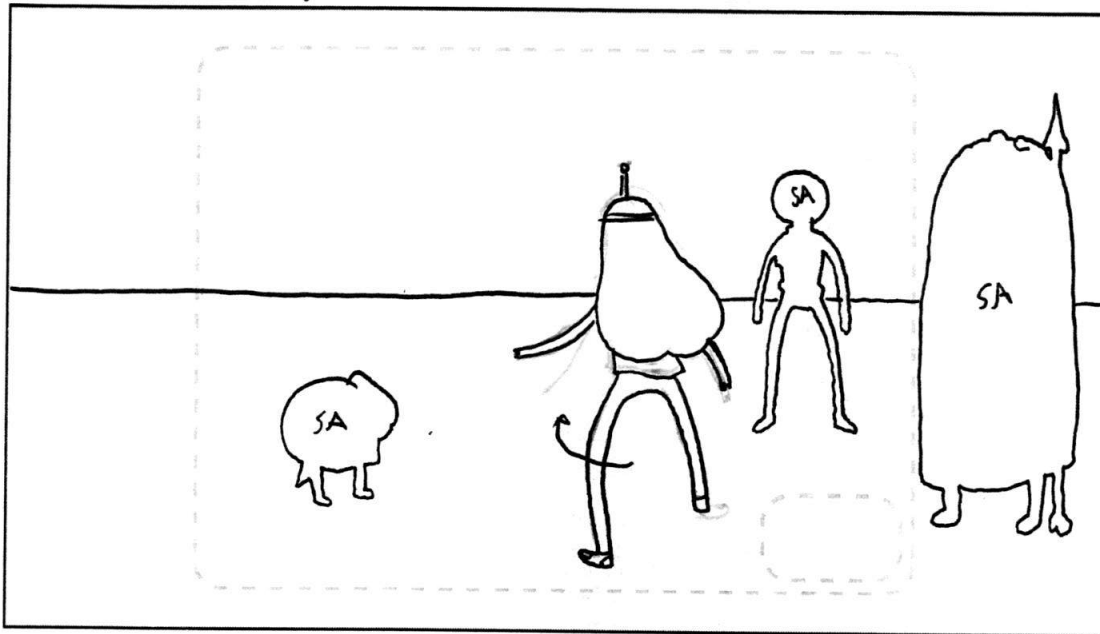
Production :

1025-170

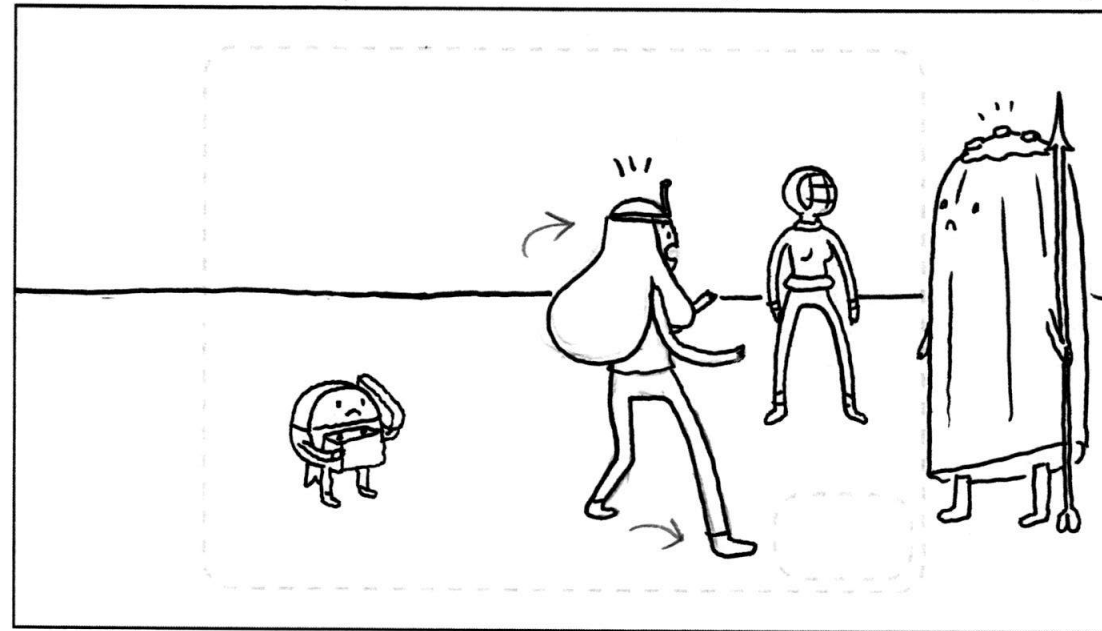
ADVENTURE TIME



Sc. 90 *cont* Pnl. B Bg. day night



Sc. 90 *cont* Pnl. C Bg. day night



Dialog: PB/ Finn?

Action:

Timing:

PB/ Hey!

JAN 31 2014

Page 93
93A NEXT
day night

EPISODE #

1025-170

Production :

1025/170

1025/170

1025/170

ADVENTURE TIME



Sc. 91

Pnl. A

Bg.

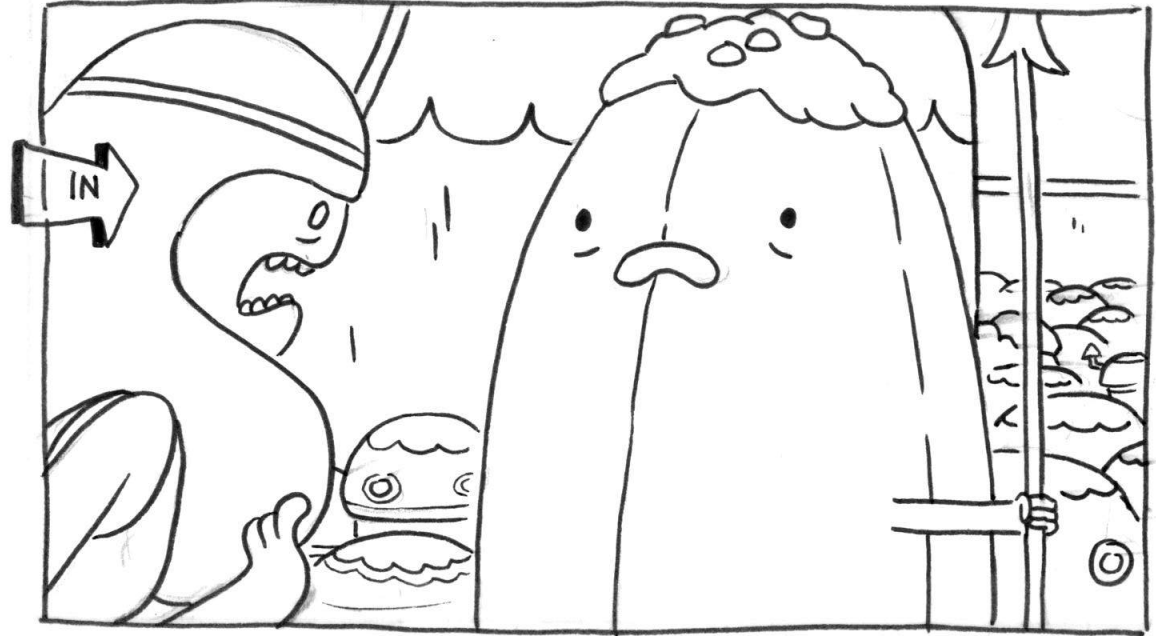
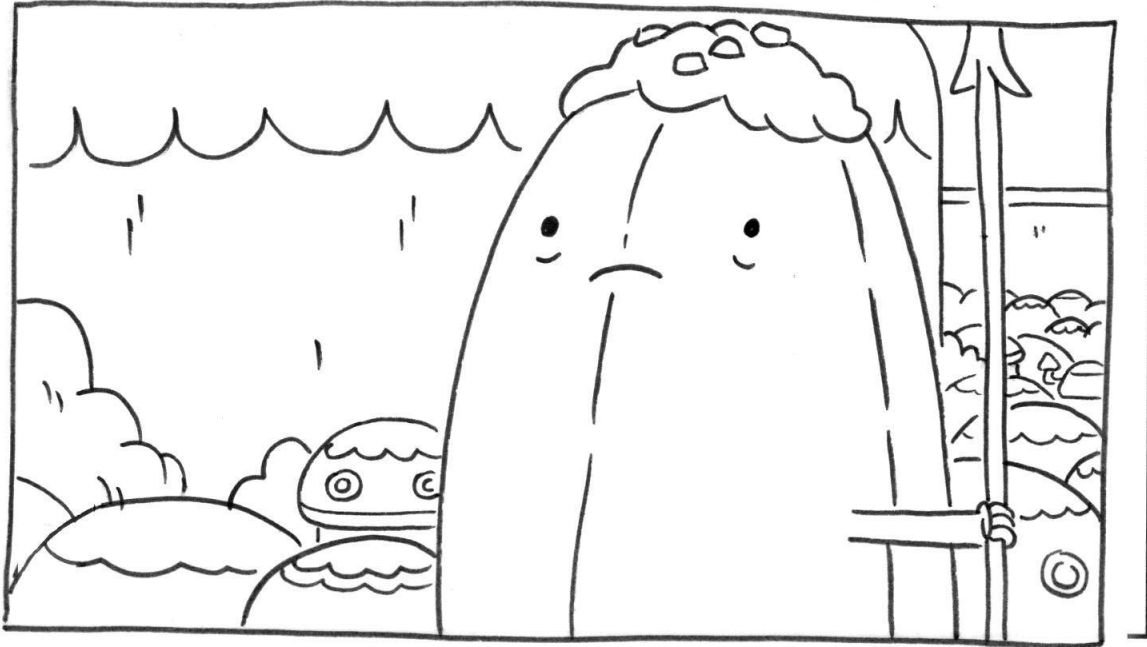
day night

Sc. 91 *cont*

Pnl. B

Bg.

Page 93A
94 NEXT
day night



Dialog:

Action:

Timing:

JAN 3 1 2014

EPISODE # 1025-170

Production:

1025/170

1025/170

*Hu
cut*

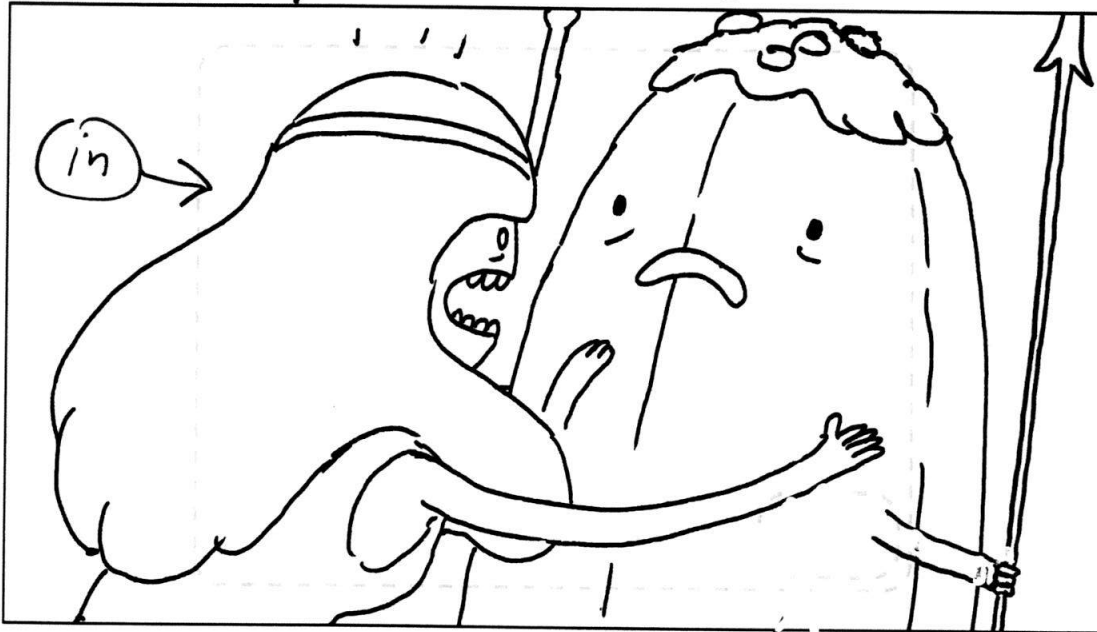
1025/170

ADVENTURE TIME

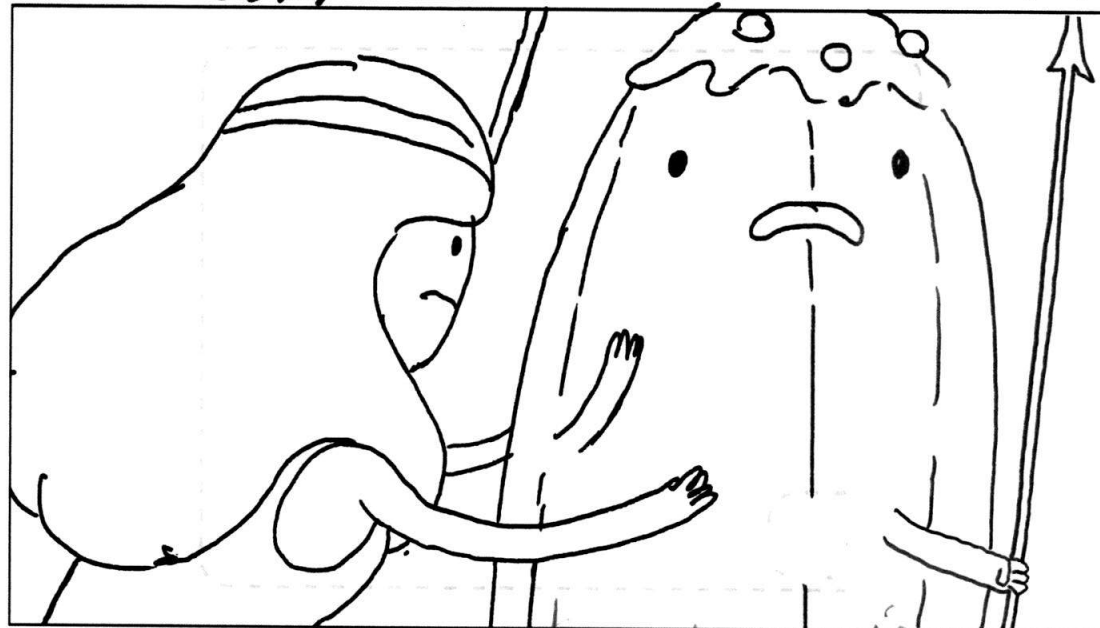


Page 94

Sc. 91 CONT Pnl. C Bg. day night



Sc. 91 CONT Pnl. D Bg. day night



Dialog:

(PB) / WHERE THE JAM IS FINN!?!'

(BQ) / I don't know weren't they just here?

Action:

- PB GRABS BANANA GUARD.

Timing:

JAN 3 1 2014

Production :

EPISODE #

1025-170

1025/170

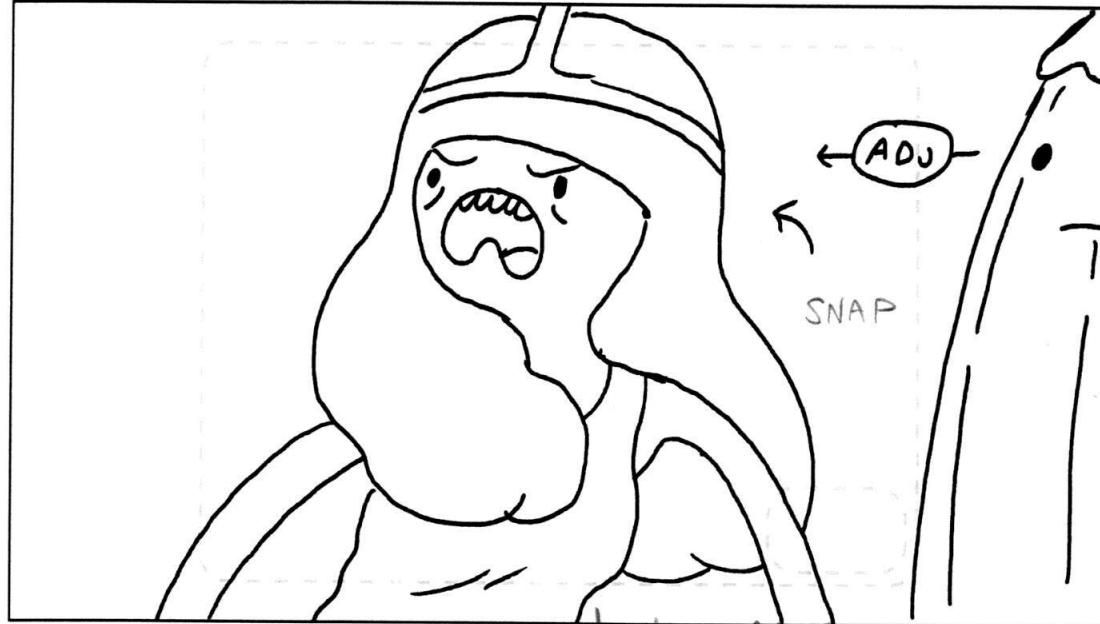
1025/170

ADVENTURE TIME



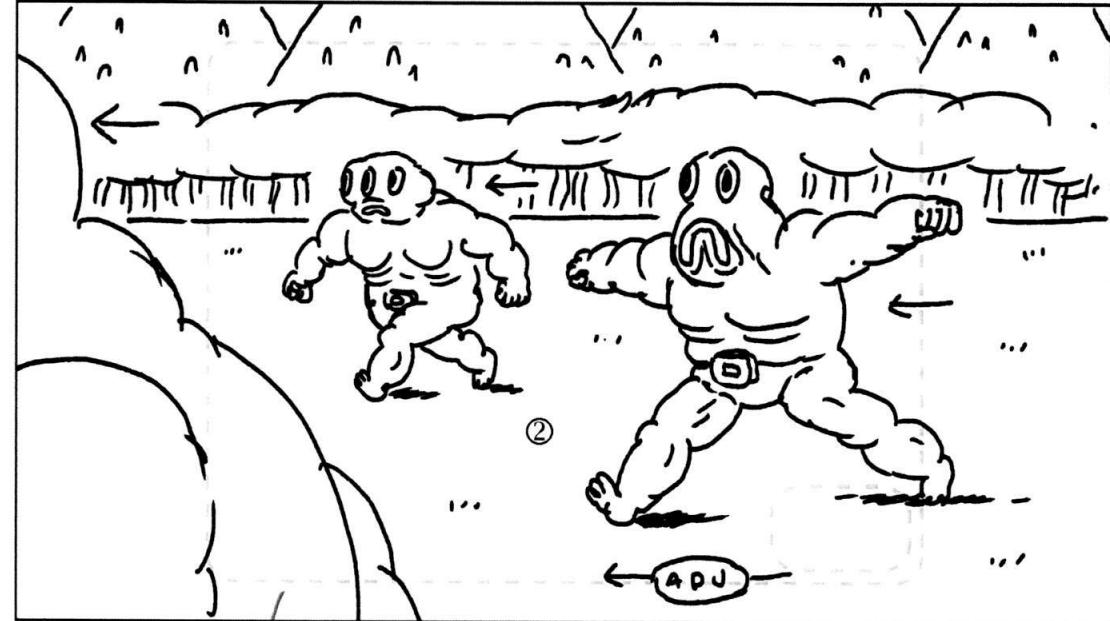
Page **95**
96A NEXT
 day night

Sc. **91 cont** Pnl. **E** Bg. day night



stop ADJ, pan

Sc. **92** Pnl. **A** Bg. day night



Dialog:

(PB) / WHAT THE JAM!!?

#1 →
 PAN BG

Action:

-PB TURNS SUDDENLY
 -ADJ W/ ACTION

- MUTANTS CONTINUE CHARGING
 TOWARDS FORCEFIELD GENERATOR.
 JAN 3 1 2014

Timing:



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EPISODE #

1025/170

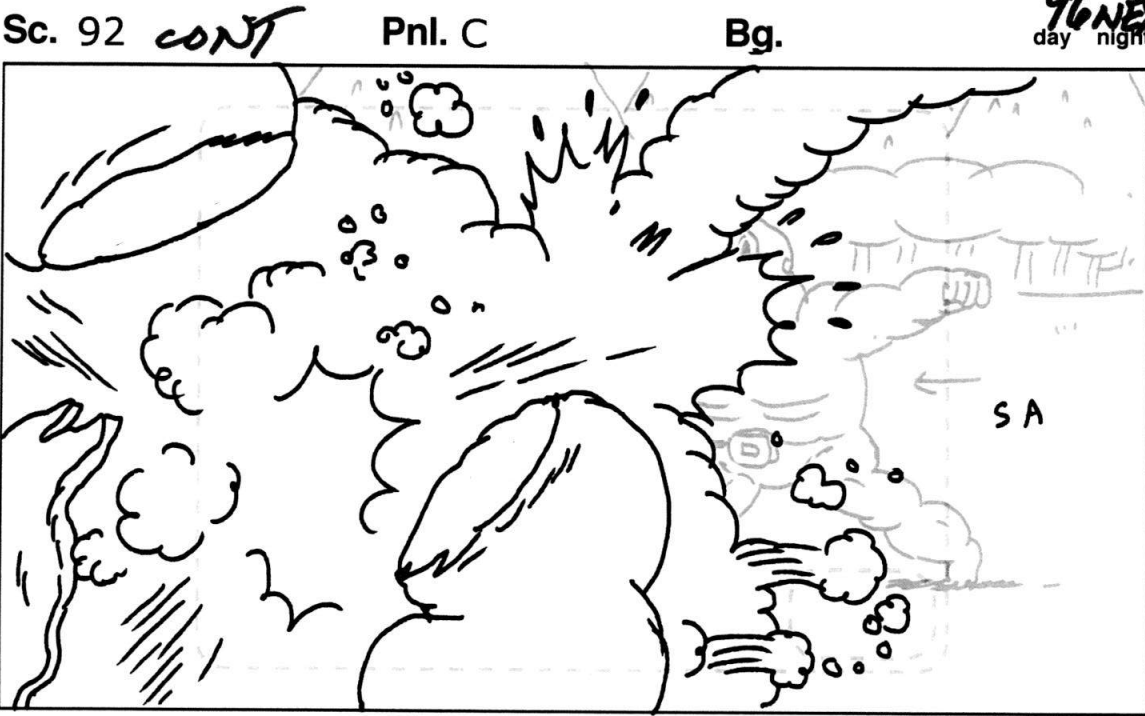
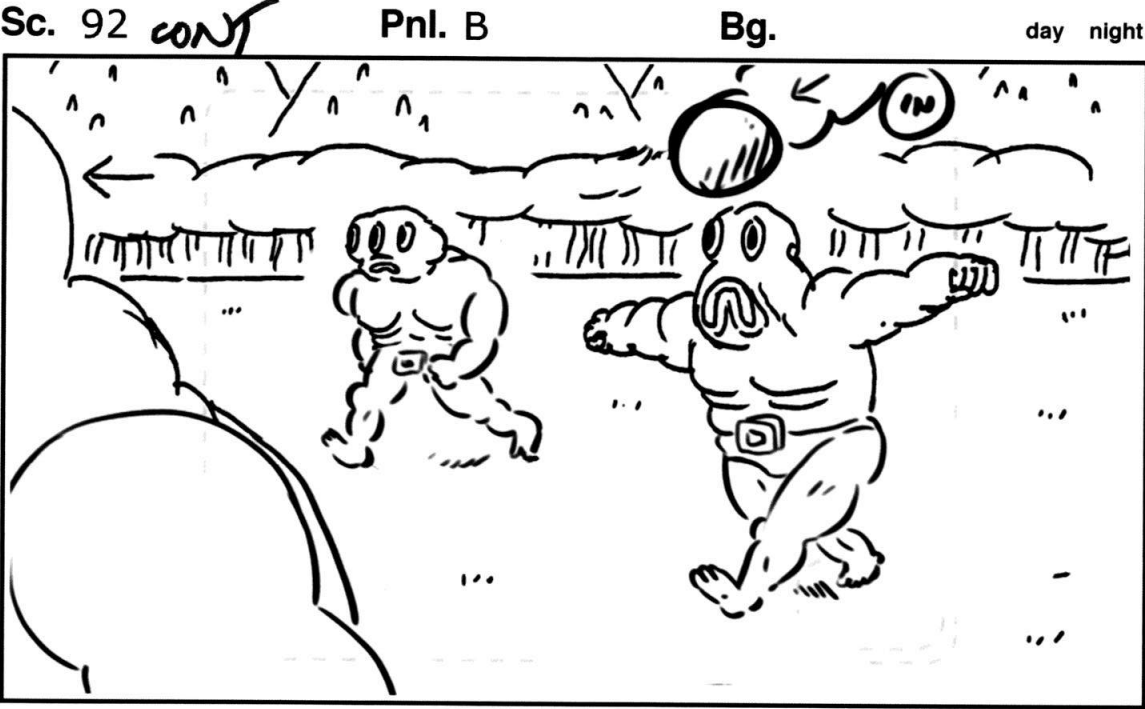
Production :

1025/170

1025/170

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ADVENTURE TIME



Dialog:	<p>DAN BG →</p> <p>(SFX) / BLAM.</p> <p>JAN 3 1 2014</p>
Action:	<p>- CANNONBALLS HIT MUTANTS AND THEY EXPLODE INTO PIECES.</p>
Timing:	

EPISODE # 1025-170
Production: 1025/170

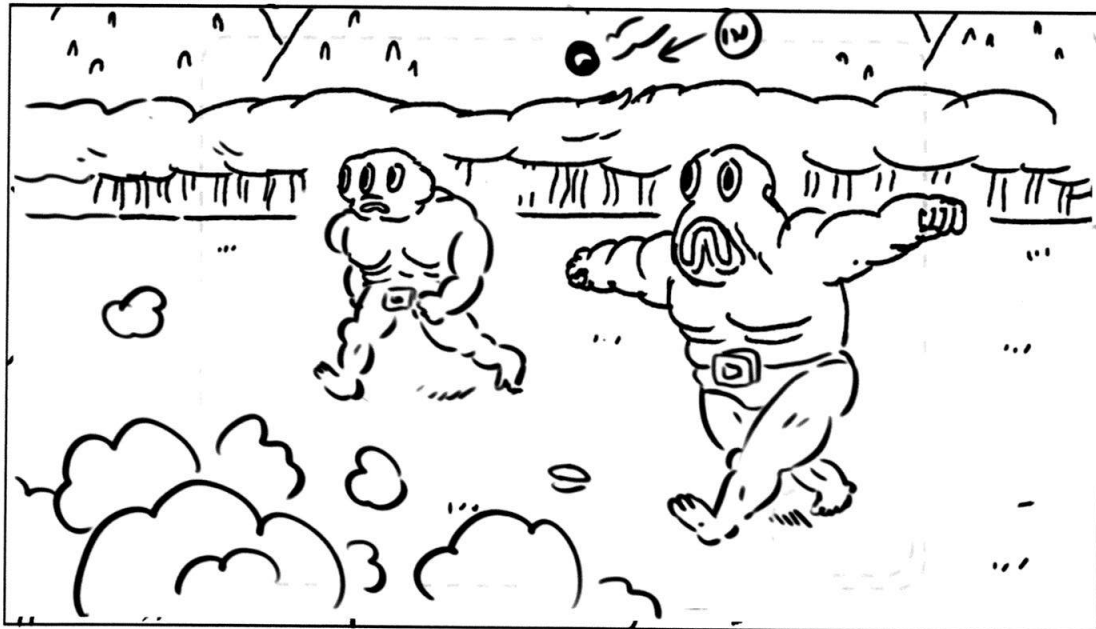
ADVENTURE TIME



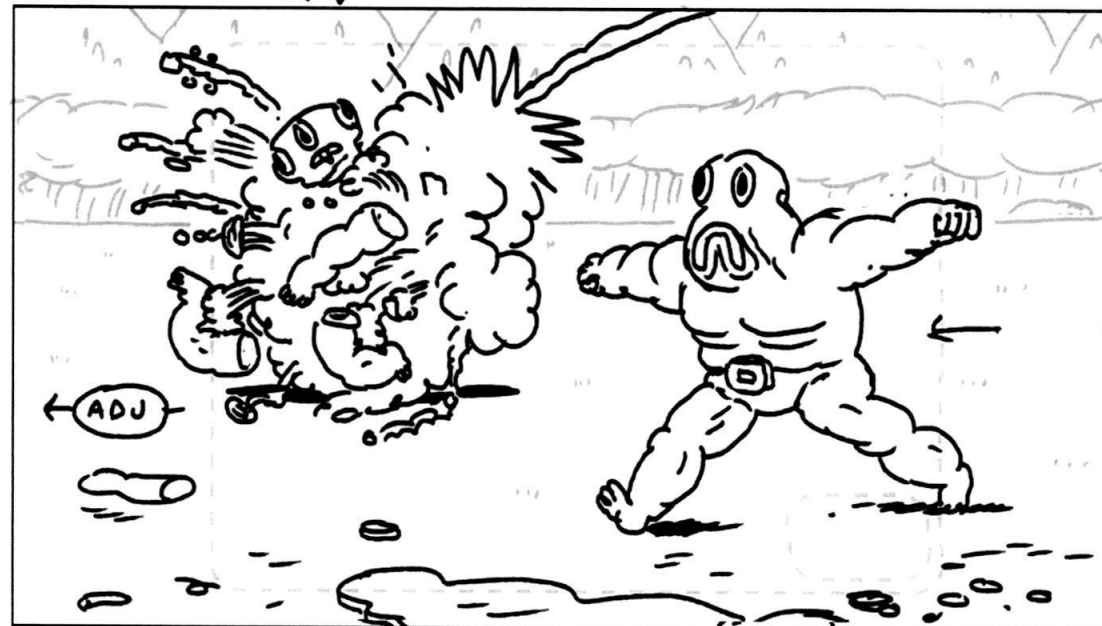
P96A
NEXT

Page 96
96 NEXT
day night

Sc. 92 ~~CONT~~ Pnl. D Bg. day night



Sc. 92 ~~CONT~~ Pnl. E Bg. day night



Dialog:	(SFX) / BLAM.
Action:	JAN 31 2014
Timing:	

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1025/170

Production :

1025/170

1025/170

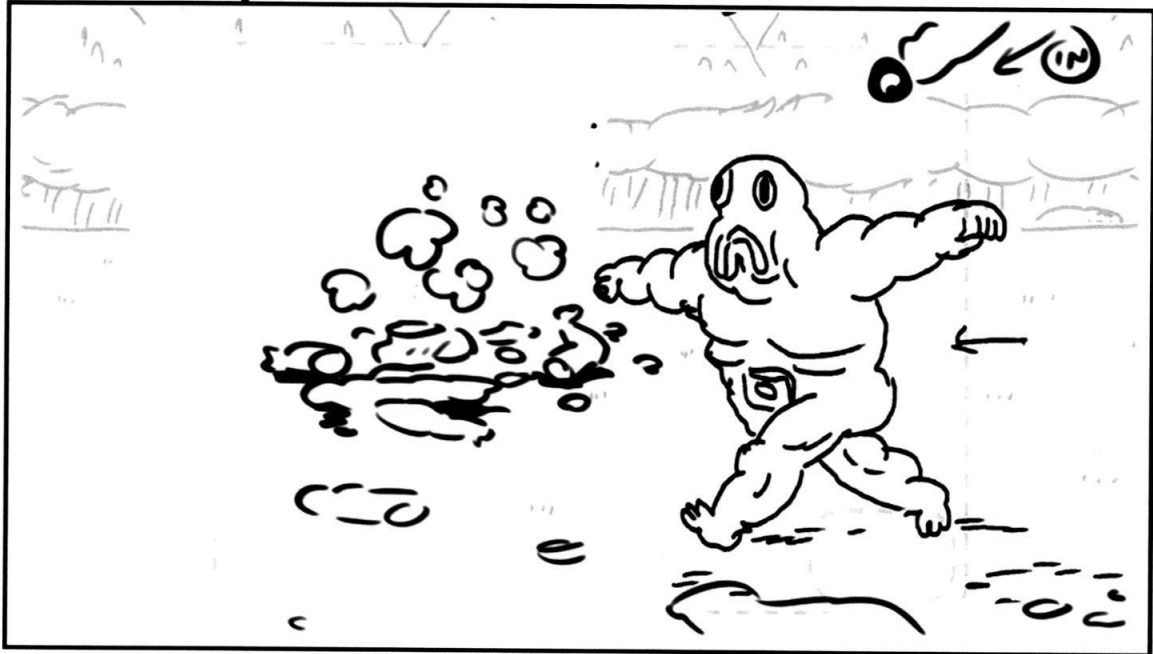
ADVENTURE TIME



Page 96A

97 NEXT
day night

Sc. 92 *CONT* Pnl. F Bg. day night



Sc. 92 *CONT* Pnl. G Bg. day night



Dialog:
Action:
Timing:

JAN 31 2014

EPISODE # 1025-170

Production:

1025/170

1025/170

1025/170

ADVENTURE TIME



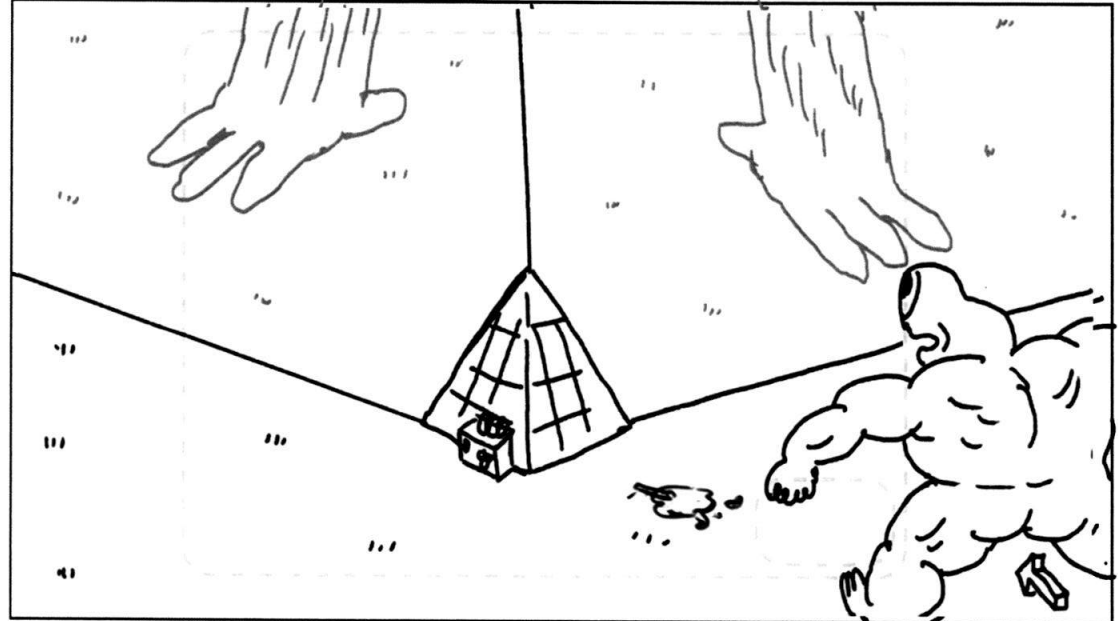
Cut

Page 97

Sc. 92 ~~cont~~ Pnl. H Bg. day night



Sc. 93 Pnl. A Bg. day night



Dialog:	(SFX) / BLAM.
Action:	- MUTANT RUNS ON/S JAN 3 1 2014
Timing:	

1025-170

EPISODE #

(N)

1025/170

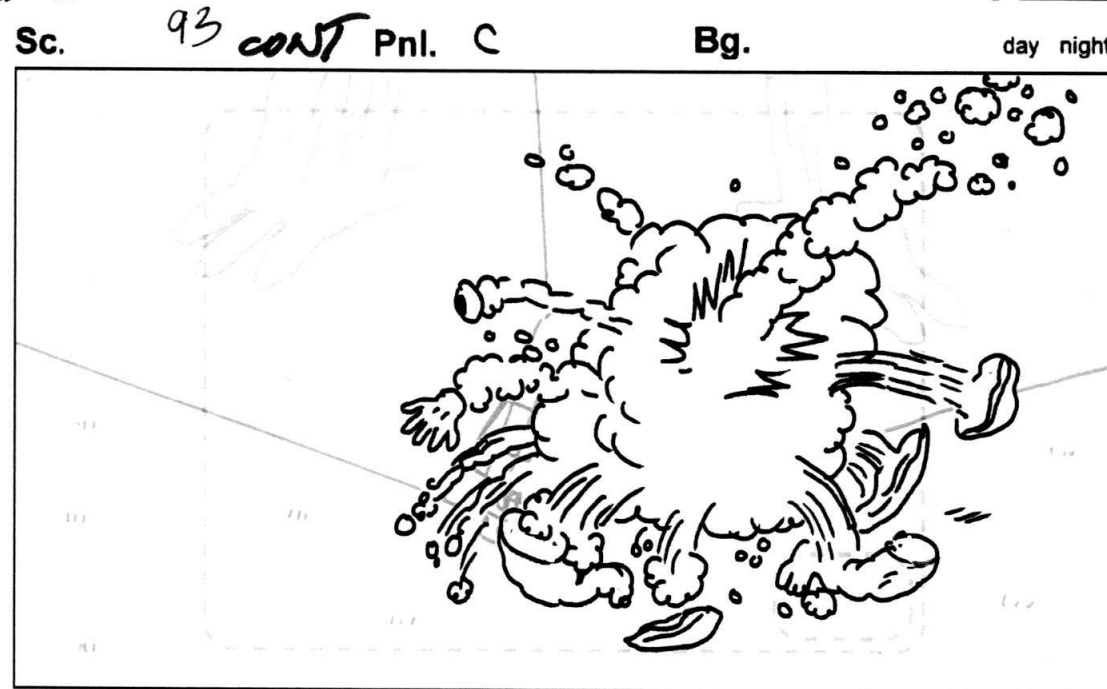
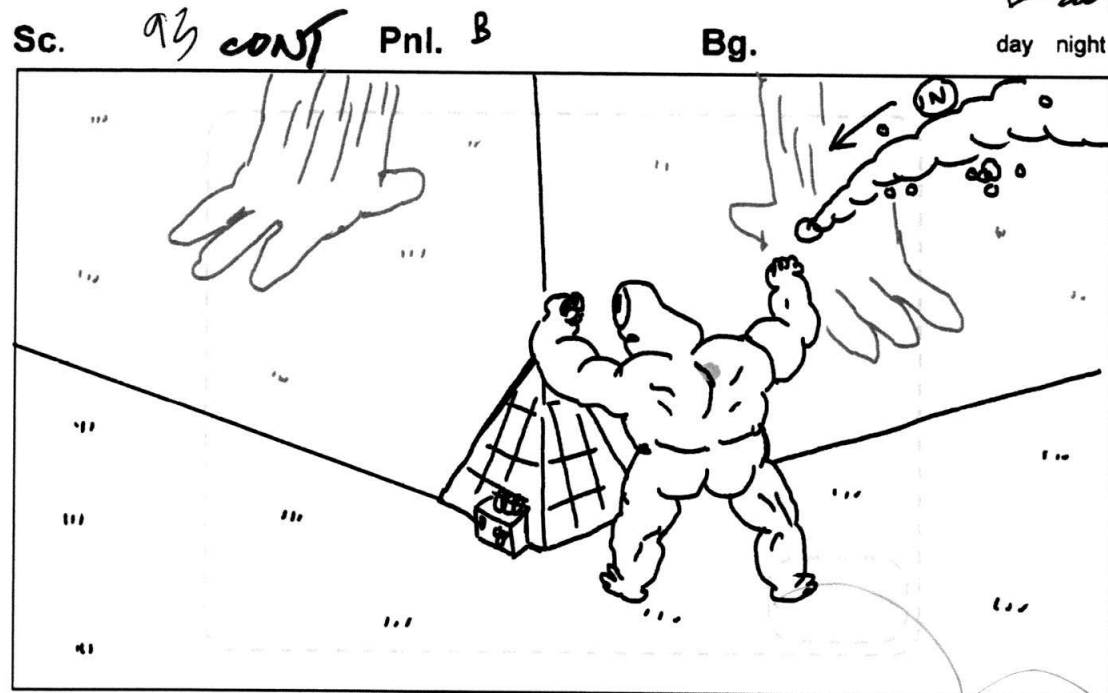
Production :

1025/170

ADVENTURE TIME



Page 98



Dialog:	(SFX) / BLAM
Action:	- ABOUT TO PUNCH, CANNONBALL COMES IN.
Timing:	JAN 3 1 2014

1025-170

EPISODE #

1025/170

Production :

1025/170

ADVENTURE TIME



Page 99

Sc. 93 *CONT* Pnl. D Bg. day night



Sc. 93 *CONT* Pnl. E Bg. day night



Dialog:

Action:

-ANOTHER MUTANT RUNS ON/S.

Timing:

ABOUT TO PUNCH,
CANNONBALL COMES IN. JAN 31 2014

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EPISODE #

1025/170

Production :

1025/170

ADVENTURE TIME



Page 100

Sc. 93 *CONT* Pnl. F Bg. day night



Sc. 93 *CONT* Pnl. G Bg. day night



Dialog:	
(SFX) / KA-BLAM	
Action:	- 3 RD MUTANT RUNS ON/S.
Timing:	JAN 3 1 2014

HW
ad

1025-170

EPISODE #

1025/170

Production :

1025/170

AN
Curt

ADVENTURE TIME

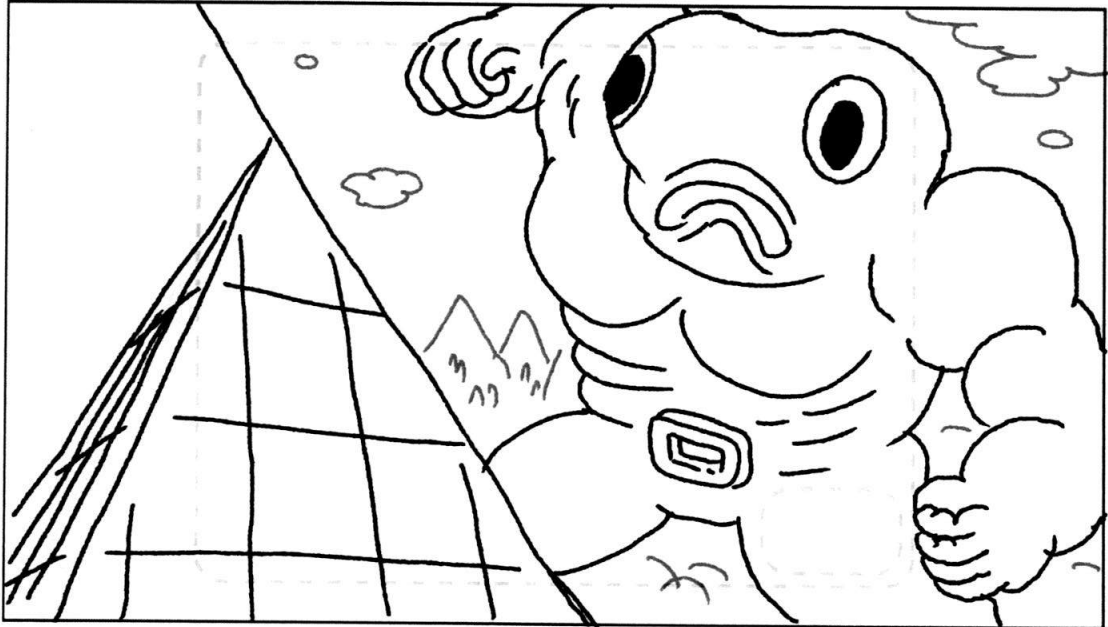


Sc. 94

Pnl. A

Bg.

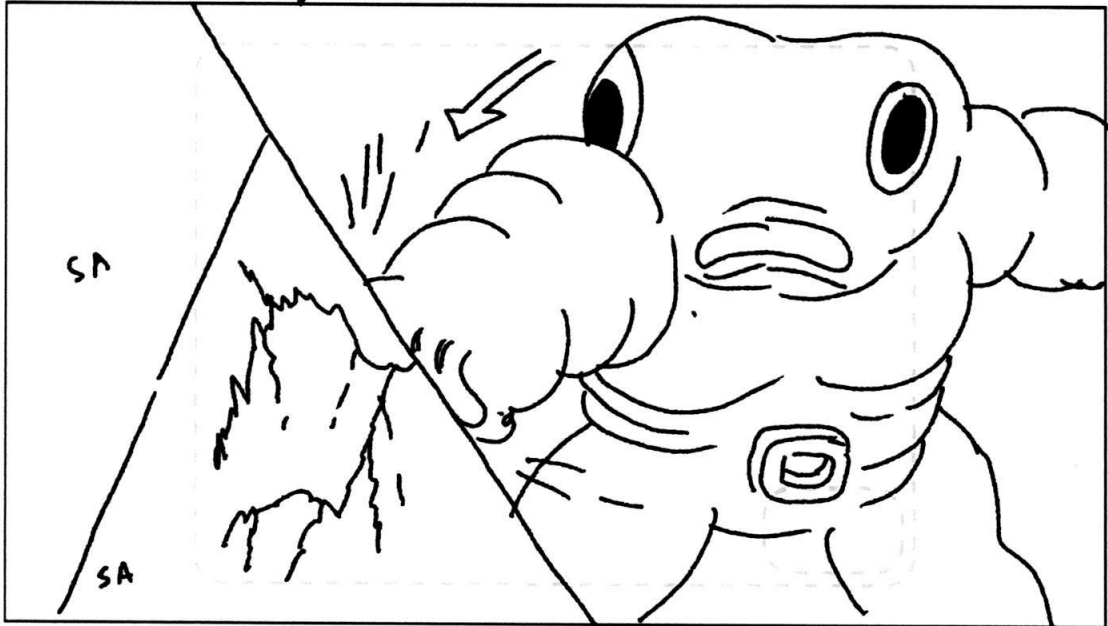
day night



Sc. 94 CONT Pnl. B

Bg.

Page 101
101A NEXT
day night



Dialog:	
Action:	<p>SFX: * SMASH *</p> <p>-- CRACK</p> <p>- 3RD MUTANT PUNCHES FORCE FIELD GENERATOR</p> <p>- GENERATOR CRACKS</p> <p>JAN 31 2014</p>
Timing:	

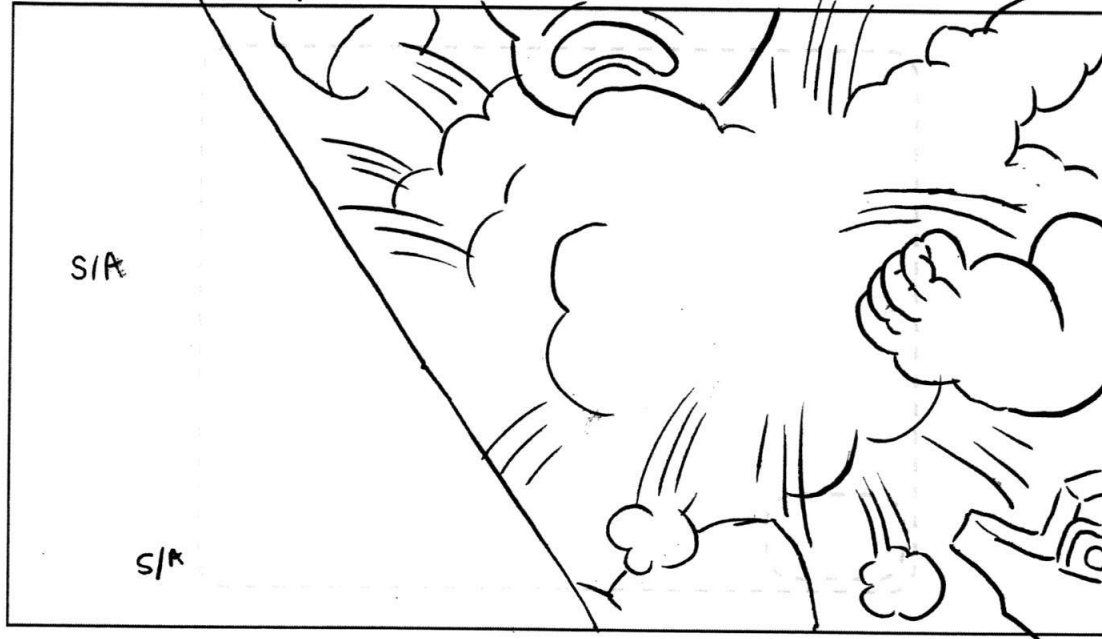
EPISODE # 1025-170

Production :

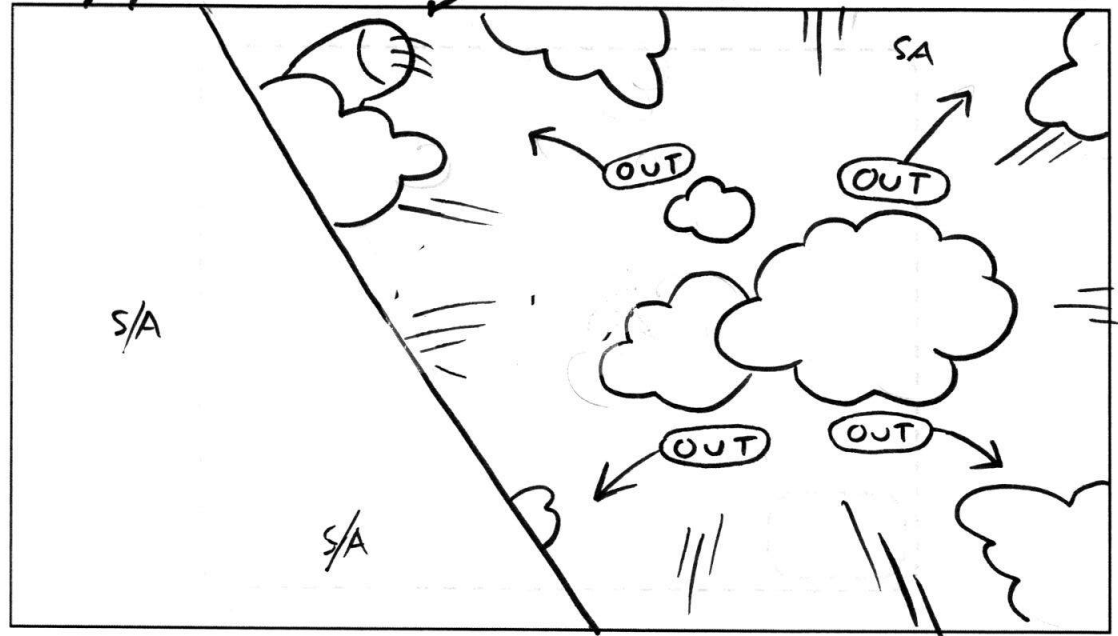
ADVENTURE TIME



Sc. 94 *CONT* Pnl. C Bg. day night



Sc. 94 *CONT* Pnl. D Bg. day night



Dialog:

SFX: KA-BLAM!

Action:

- CANNONBALL EXPLODES 3RD MUTANT

Timing:

JAN 31 2014

EPISODE #

Production :

Page 101A
102 NEXT *cut*

1025/170

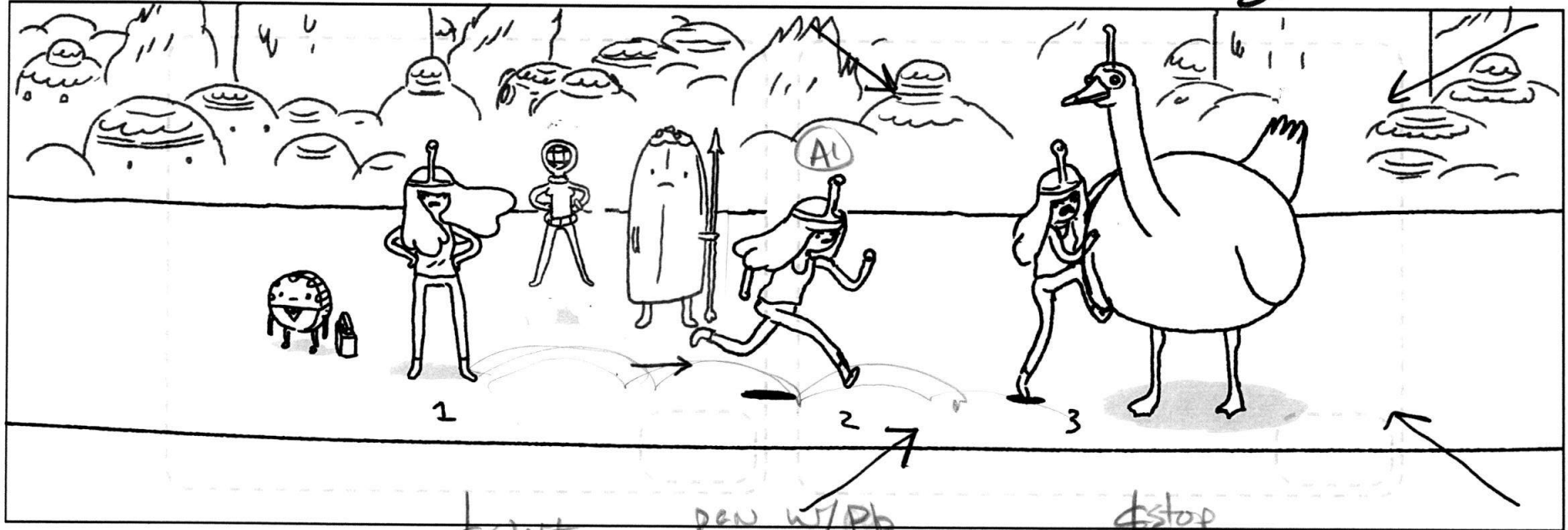
1025/170

ADVENTURE TIME

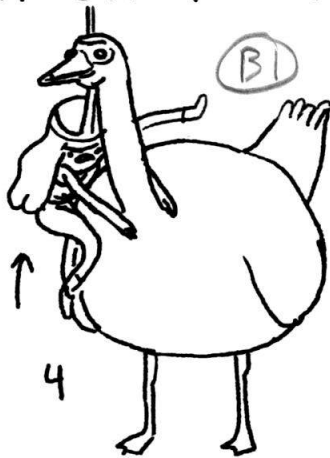


FOL 101A
Page 102

Sc. 95 Pnl. A Bg. day night



Dialog:	(PB) / BEAT: ALRIGHT!	(PB) / FINN OR NO FINN ,
Action:		
Timing:		



(4) truck in AS JAN 31 2014
PB BOARDS SWAN.

EPISODE # 1025-170
Production :

ADVENTURE TIME



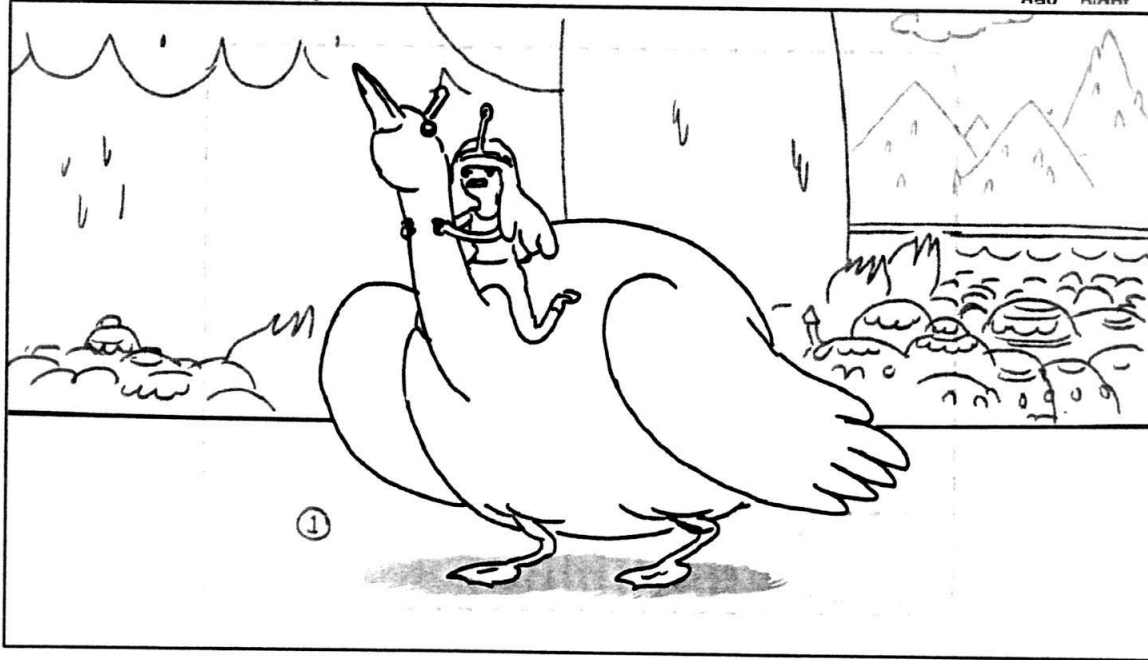
Page 103

95 CONT

C

P-

day night



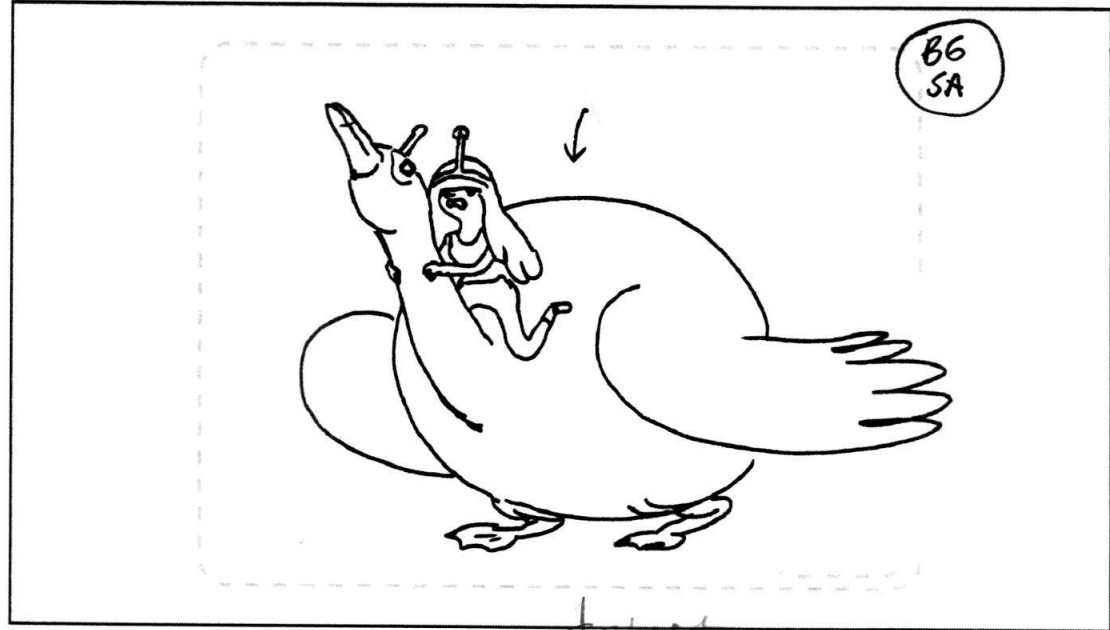
Sc.

95 CONT Pnl.

D

Bg.

day night



4 start

Dialog:

PB/ PB's gotta get in that biz

Diag pans w/ action

Action:

JAN 31 2014

Timing:

EPISODE #

1025-170

1025/170

Production :

1025/170

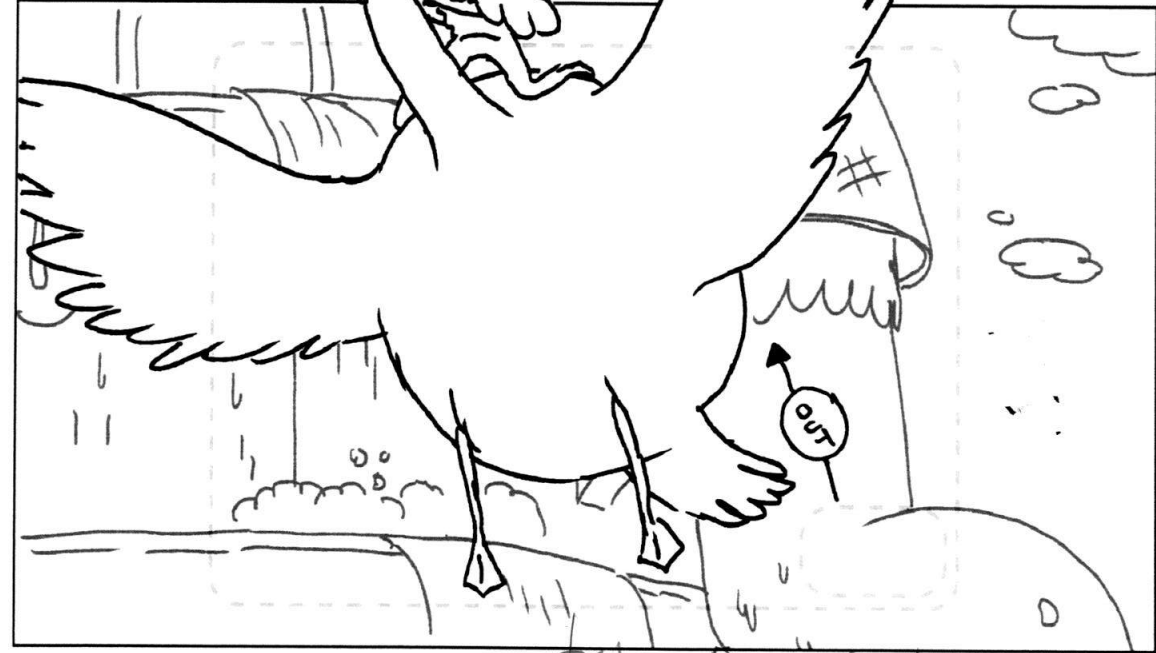
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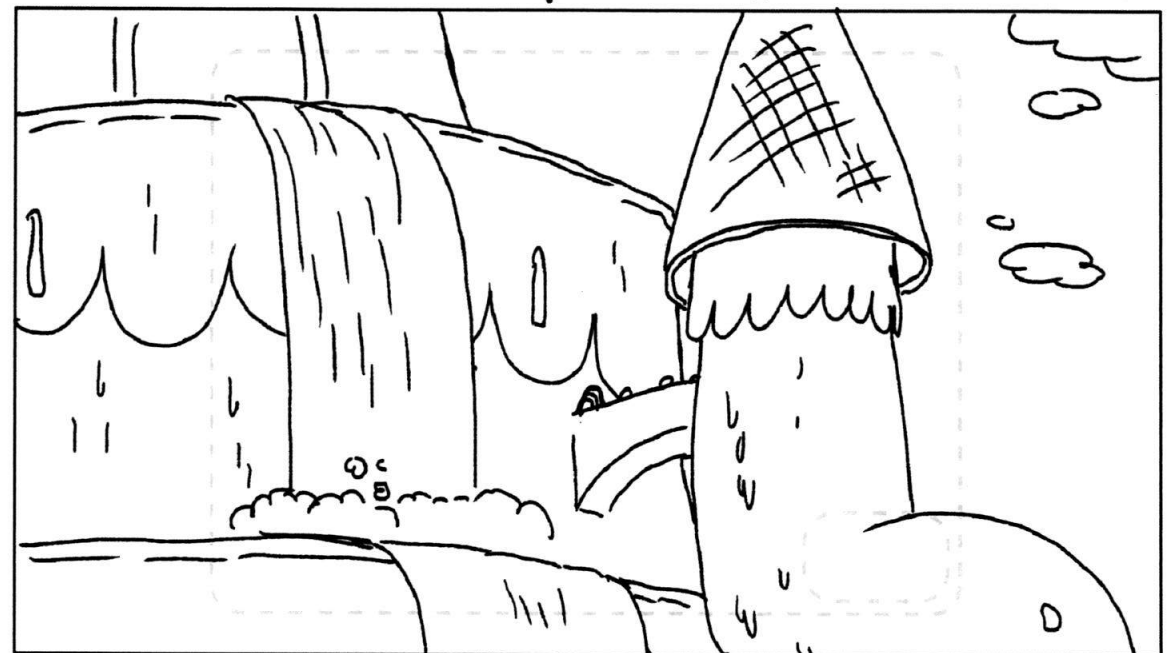


Sc. 9S CONT E day night



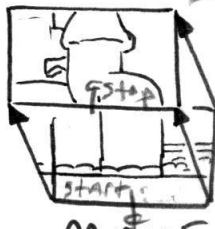
Stop Diag Pan

Sc. 9S CONT Pnl. F Bg. day night



Dialog:	(PB) / MYAH!
Action:	- SWAN FLIES UPWARD AND OFF IS - ADJ. W/ ACTION
Timing:	

Diag pan w/ Action



S/A E

S/A D

JAN 31 2014

Handwritten mark

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1025/170

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Page 105

It's cut

A hand-drawn diagram of a cell. It consists of a large circle with the word "out" written inside it. There are four short lines extending from the circle's perimeter, representing cilia or flagella. The drawing is on a white background with a black border.

Timing:

(CCC) / WHY HAVE YOU STOPPED FIRING !?!

EPISODE

Production :

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HW
Cut

ADVENTURE TIME



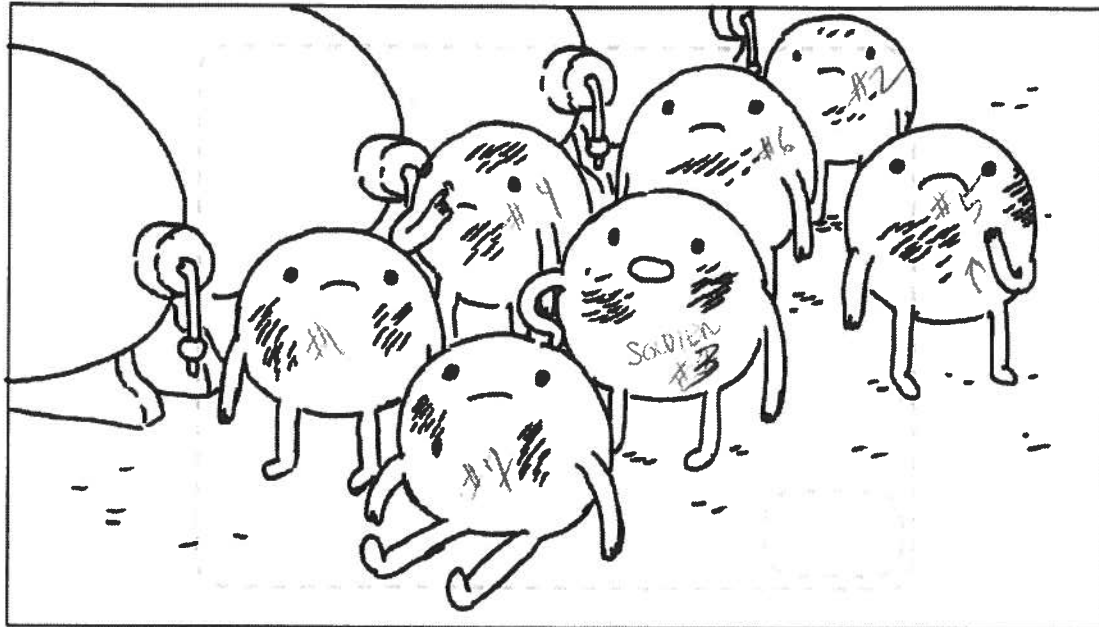
HW
Cut

REVISED
02/13/14

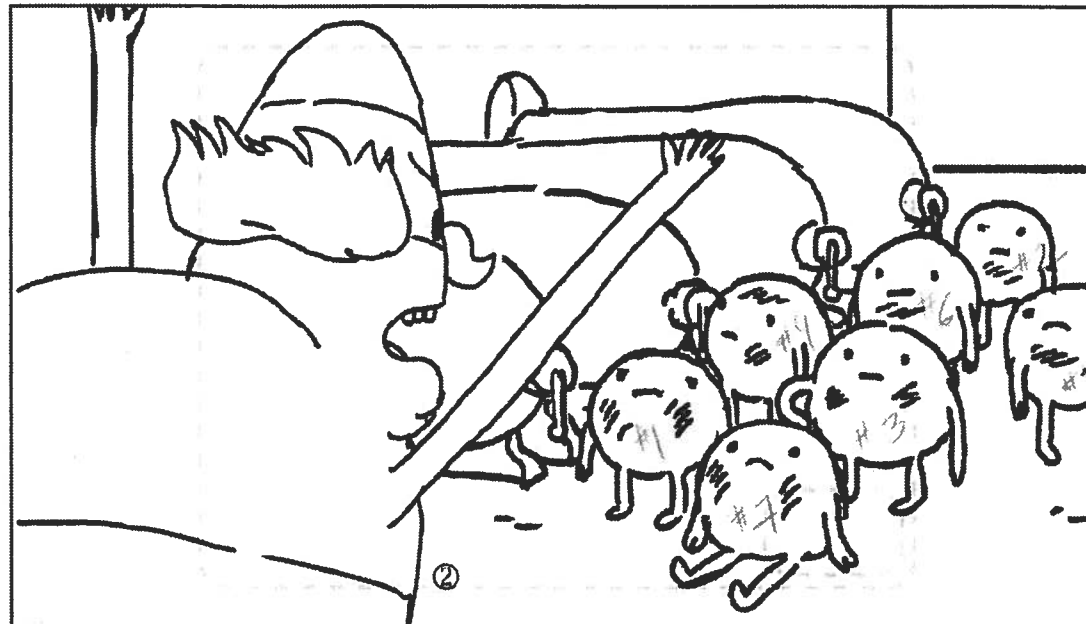
Page 106

Cut

Sc. 97 Pnl. A Bg. day night



Sc. 97A Pnl. A Bg. day night



Dialog:

CANDY
SOLDIER
#3

WE RAN OUT OF AMMO,
COLONEL!

CCC

THAT'S NONSENSE, SOLDIER!

Action:

#1
scratches
cheek

Timing:

Cheek



JAN 31 2014

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Cut

ADVENTURE TIME



Sc. 98

Pnl. A

Bg.

day night

Sc. 98

CONT

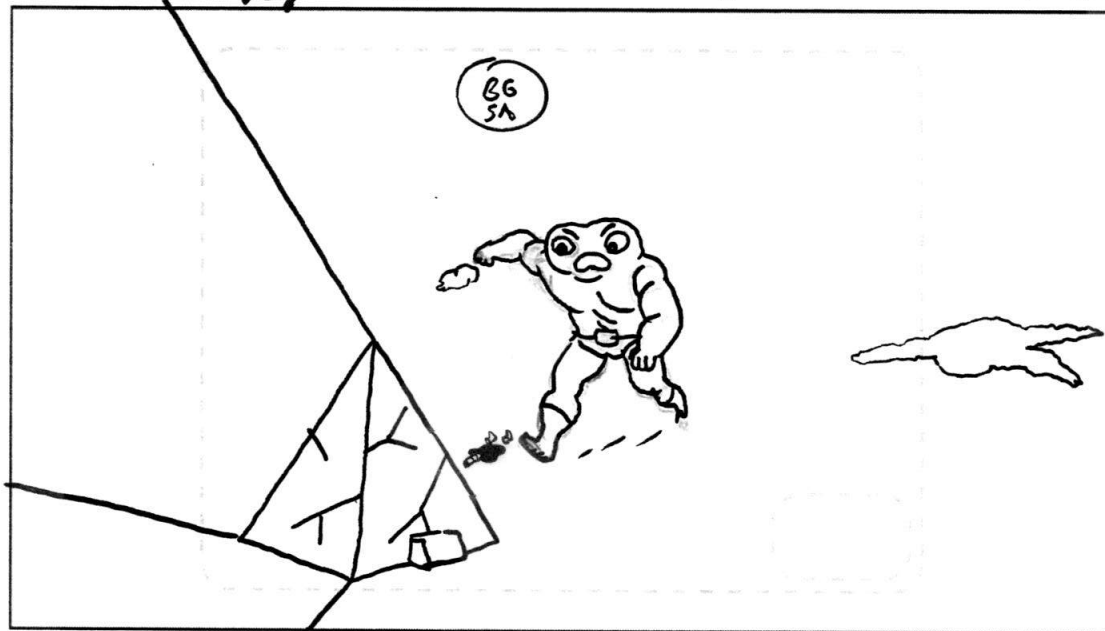
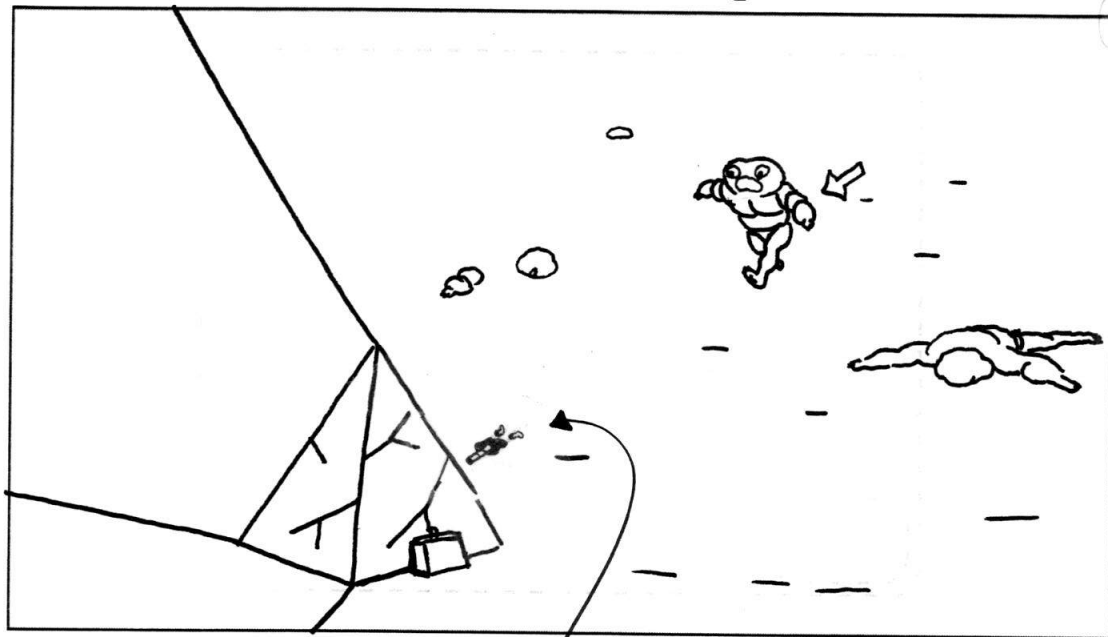
Pnl. B

Bg.

Page 107

day night

HV
cut



Dialog:

ROOT
BEER
GUY

Action:

- 3RD MUTANT RUNS UP TO
FORCEFIELD GENERATOR.

JAN 31 2014

Timing:

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Production :

1025/170

1025/170

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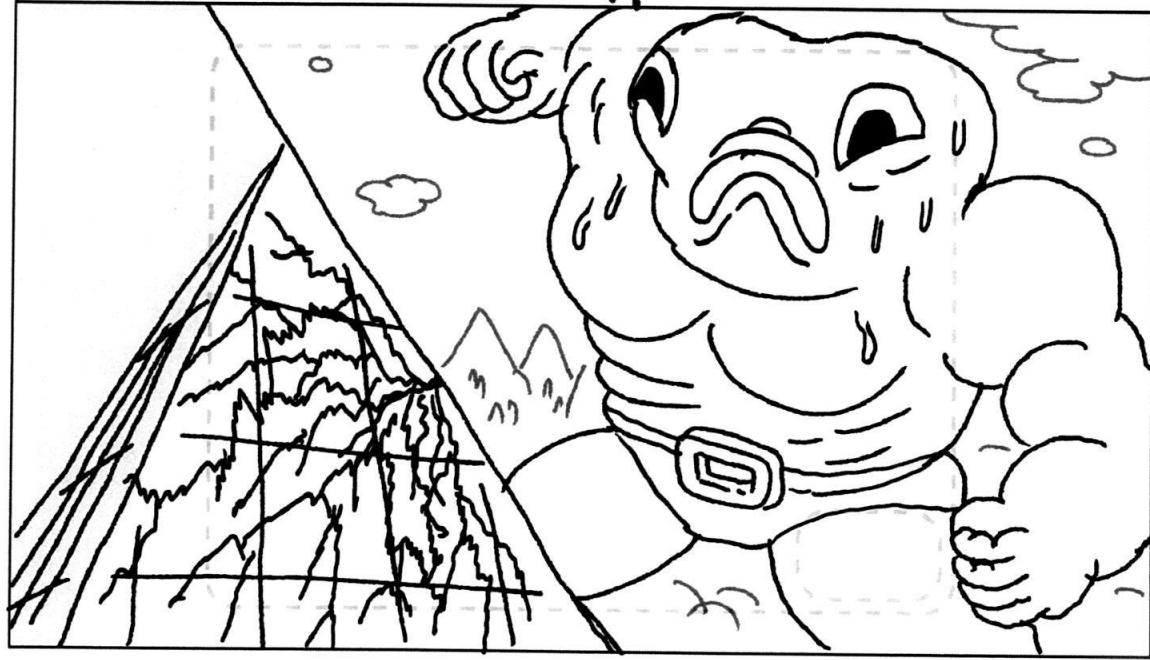
Ho
cut

ADVENTURE TIME



Cut

Sc. 99 Pnl. A Bg. day night



Sc. 99 CONT Pnl. B Bg. day night



Dialog:

MUSCLE
MUTANT / WEHGH -

Action:

PYRAMID CRACKED ALL OVER

Timing:



EPISODE #

1025/170

Production :

1025/170

1025/170

Cut

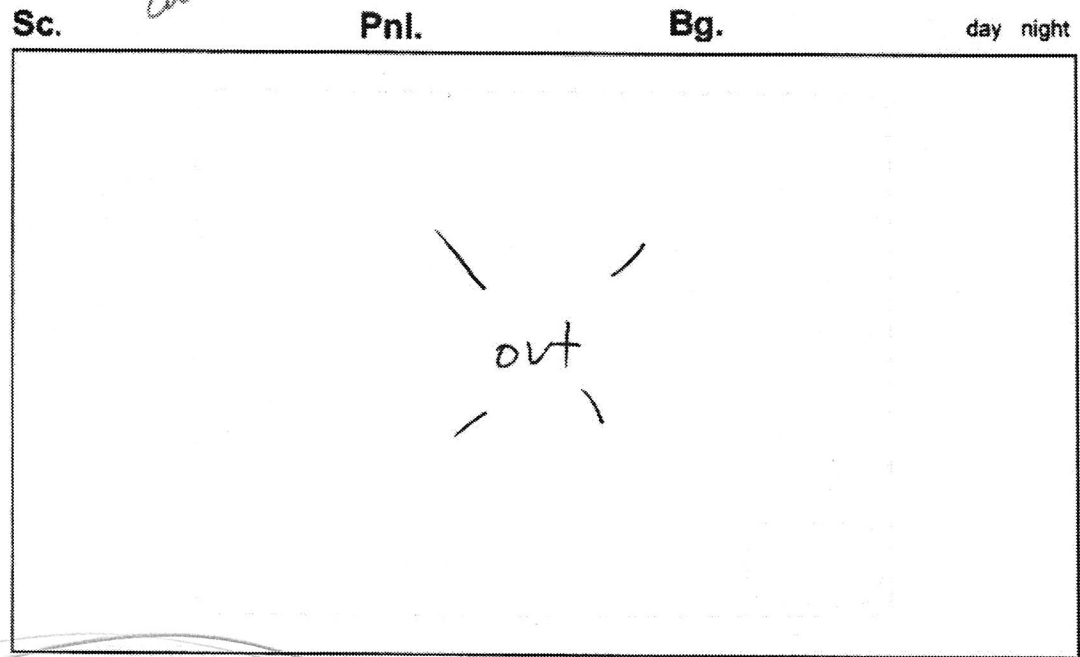
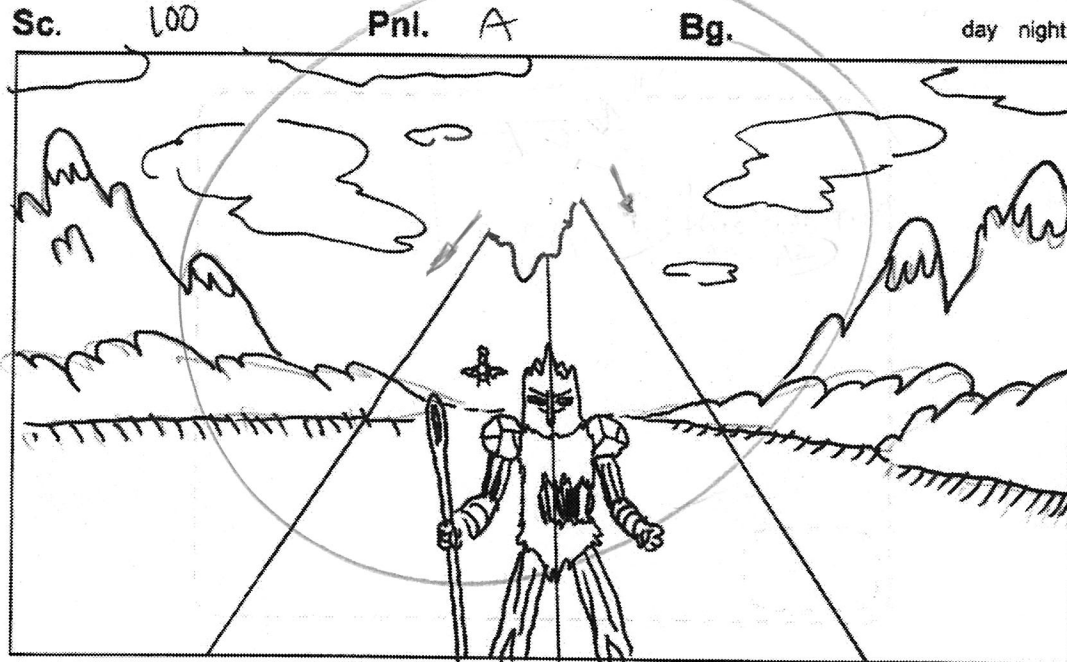
ADVENTURE TIME

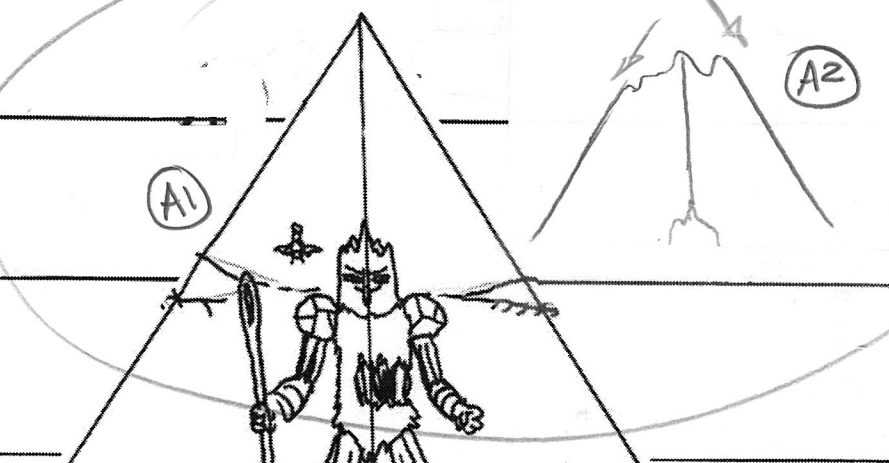


Ho
Cut

REVISED
3/3/14

Page 109



Dialog:	Force Field starts to Drop
Action:	
Timing:	JAN 31 2014

EPISODE #

Production :

1025/170

1025/170

HV
Cut

ADVENTURE TIME

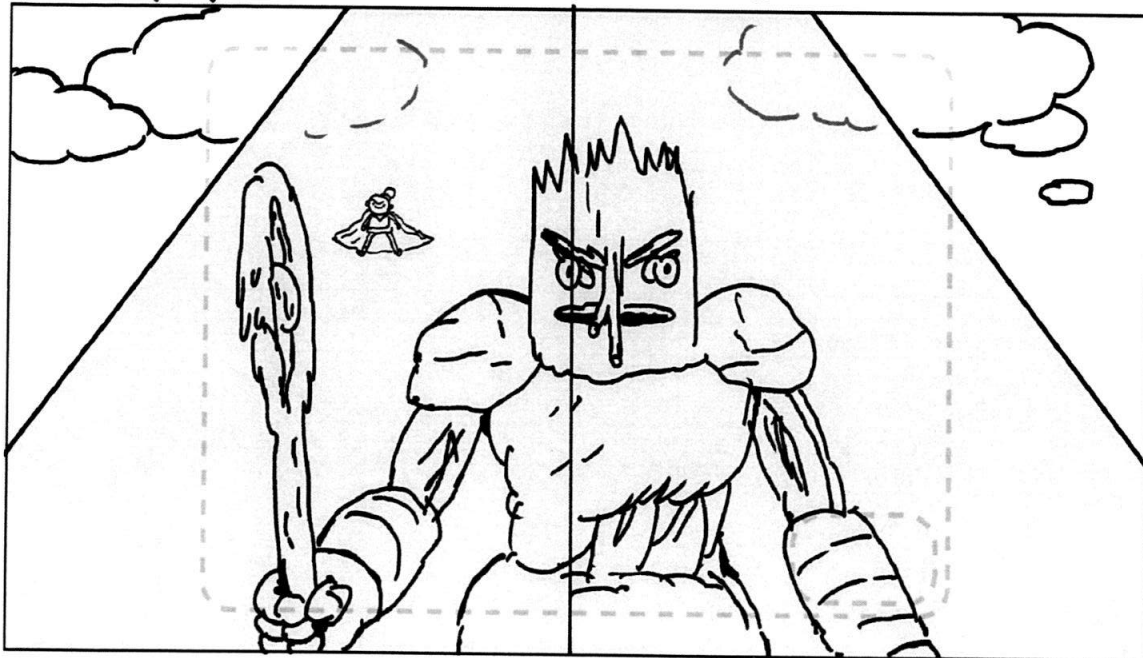


Sc. 101

Pnl. A

Bg.

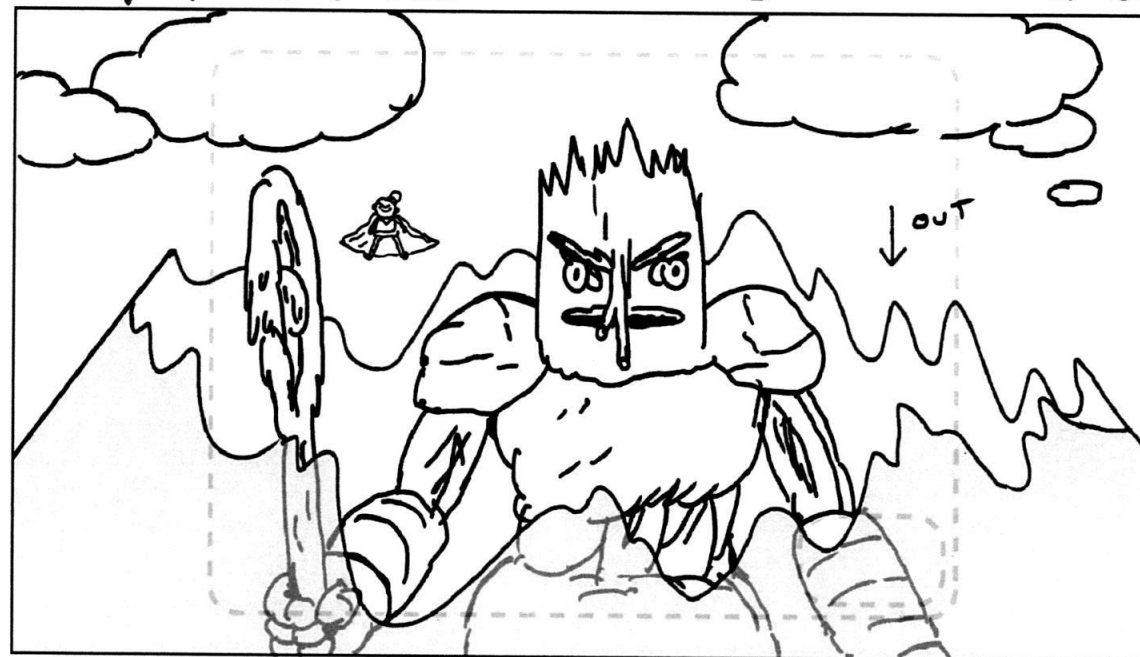
day night



Sc. 101 CONT Pnl. B

Bg.

Page 110
110A NEXT
day night



Dialog:

FORCE FIELD Drops

SFX: * DEPOWERING *

Action:

FORCEFIELD DOWN.

JAN 31 2014

Timing:

EPISODE #

Production :

1025/170

1025/170

ADVENTURE TIME



HW
cut

Page 110A

11/11/14
day night

Sc. 101 *cont*

Pnl. C

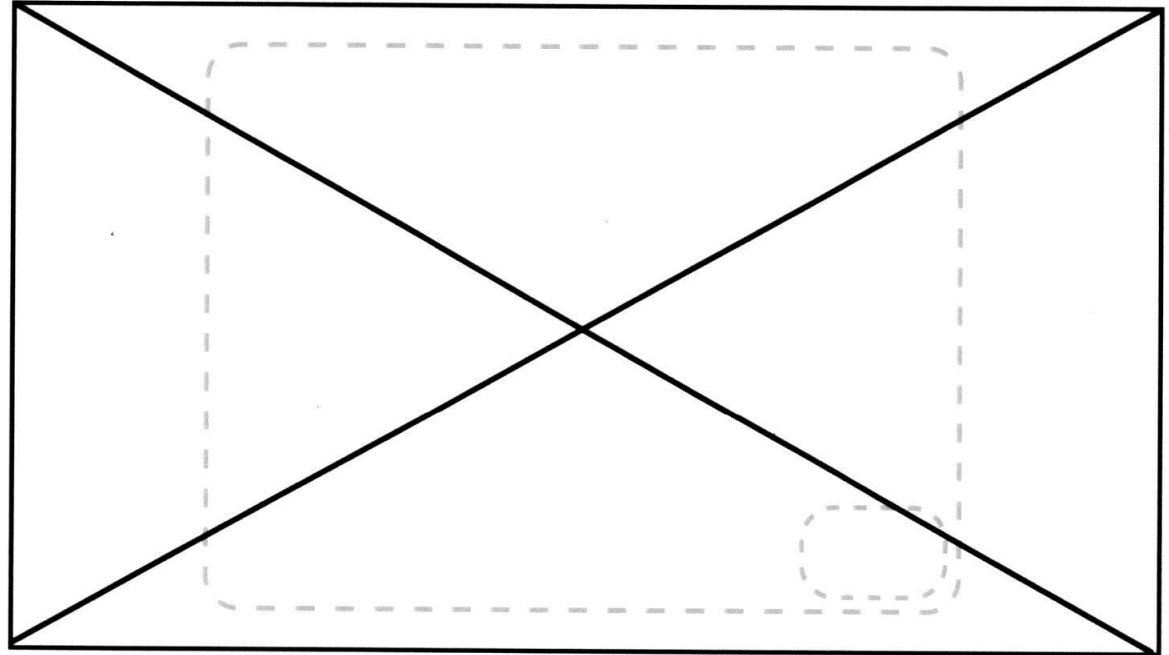
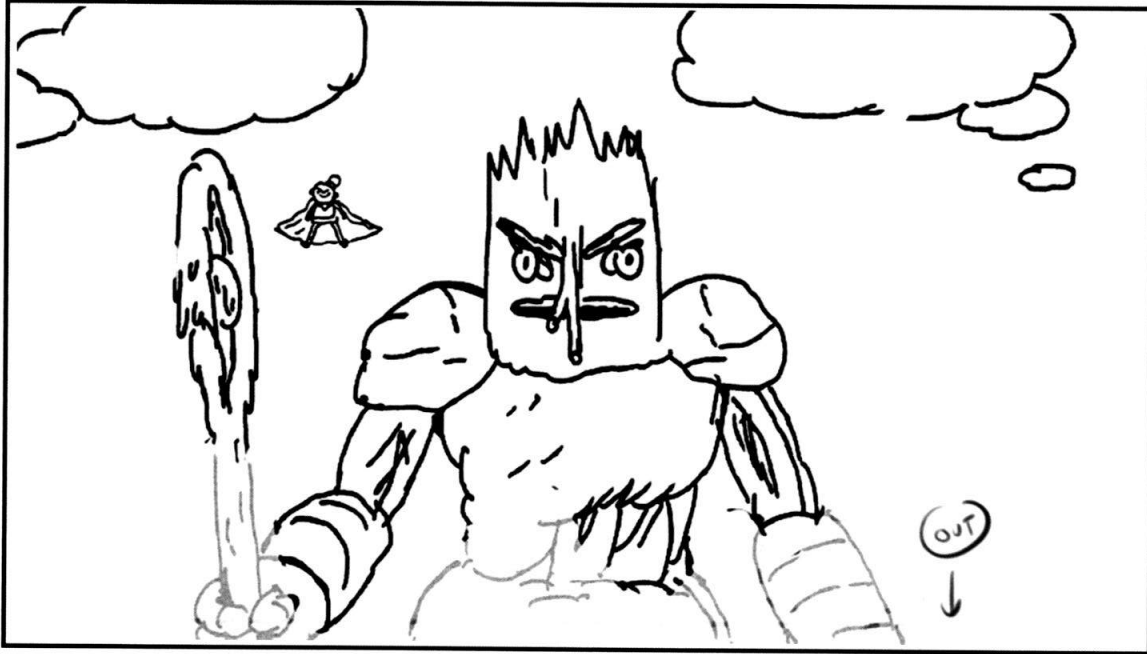
Bg.

day night

Sc.

Pnl.

Bg.



Dialog:

Action:

Timing:

JAN 31 2014

EPISODE # 1025-170
1025/170

Production:

1025/170

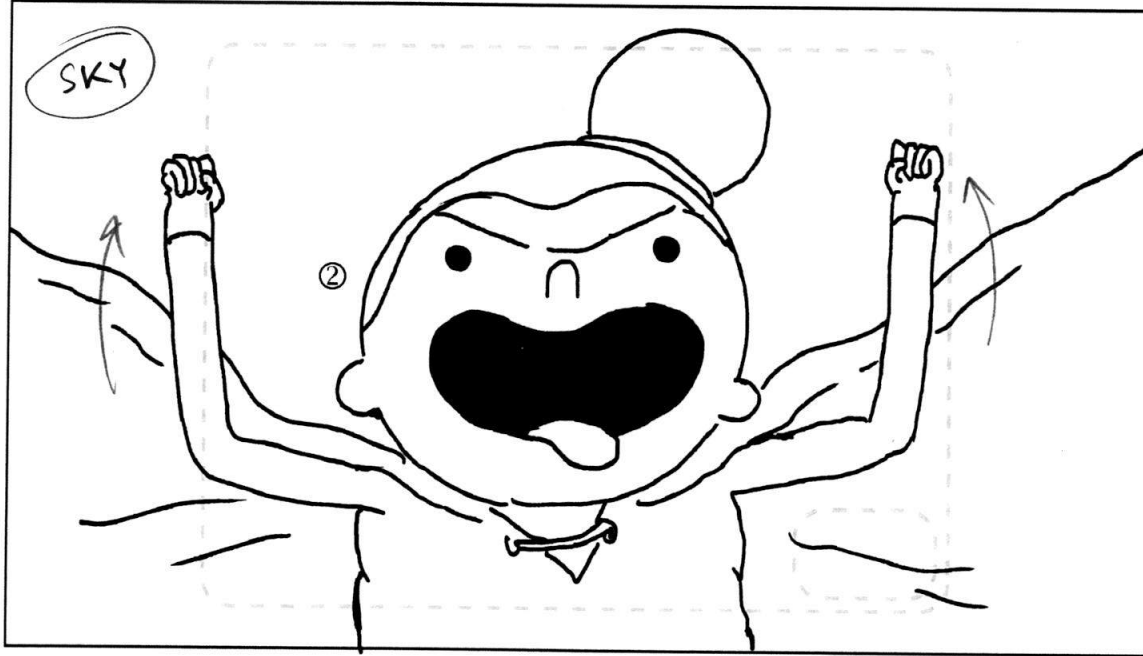
ADVENTURE TIME



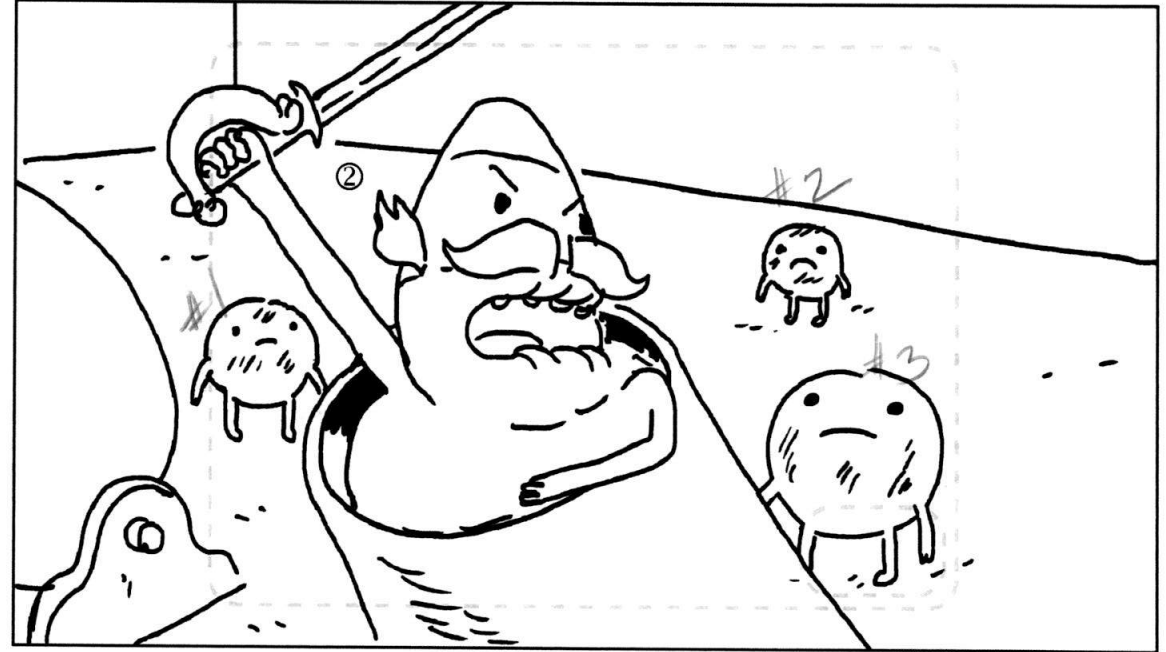
NO SC
104

Page III
day night

Sc. 102 Pnl. A Bg. day night



Sc. 103 Pnl. A Bg. day night



Dialog:

(MAJA) / YEAH BABY!

(CCC) / THIS IS HOW YOU
DEFEND YOUR KINGDOM!

JAN 31 2014

Action:



Timing:

- CCC IN CANNON, HOLDING SWORD



EPISODE #

1025/170

Production :

1025/170

ADVENTURE TIME



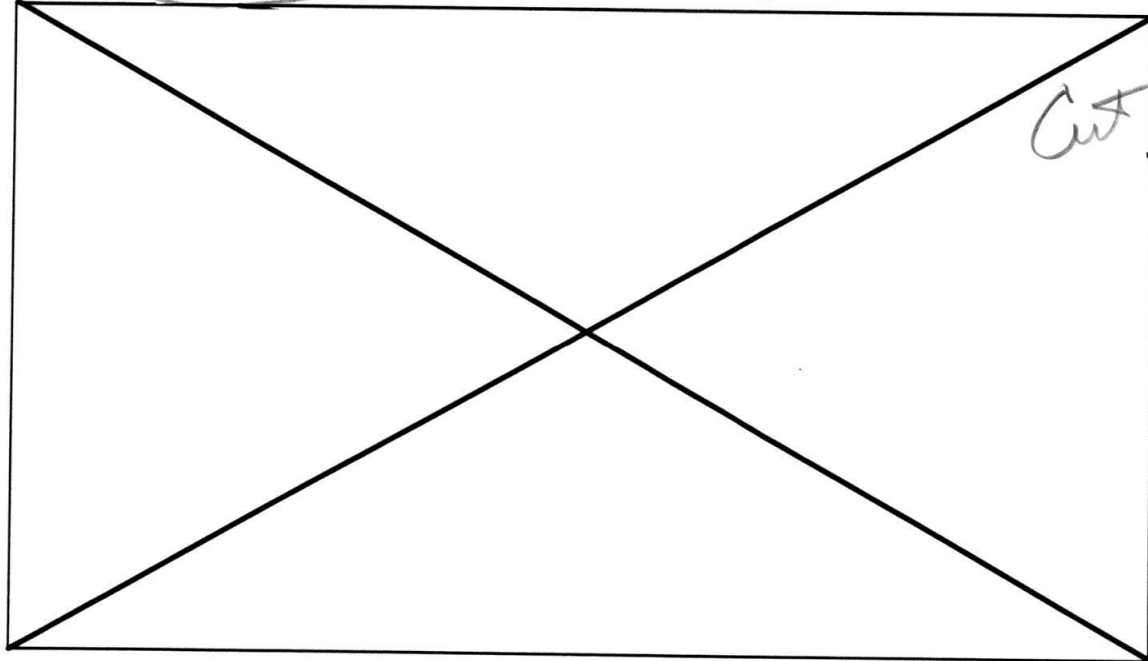
No Sc. 104

Pnl.

Bg.

day night

Sc.



Page 112

Sc.

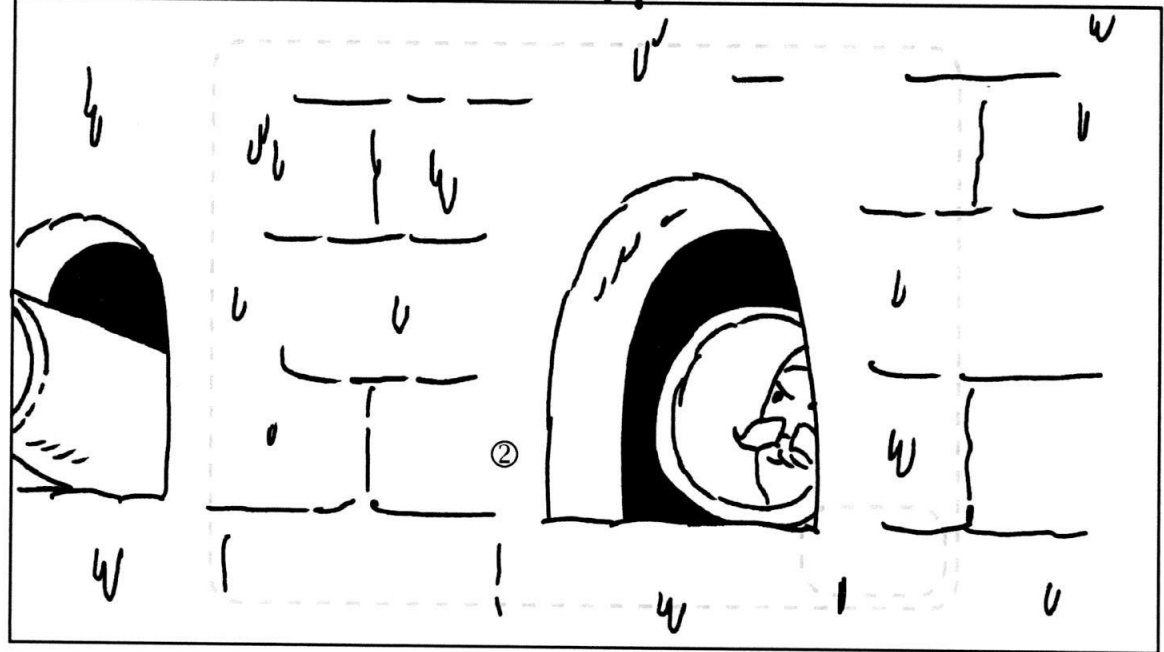
105

Pnl.

A

Bg.

day night



Dialog:

Action:

Timing:

JAN 31 2014

AI ①



EPISODE #

1025/170

Production :

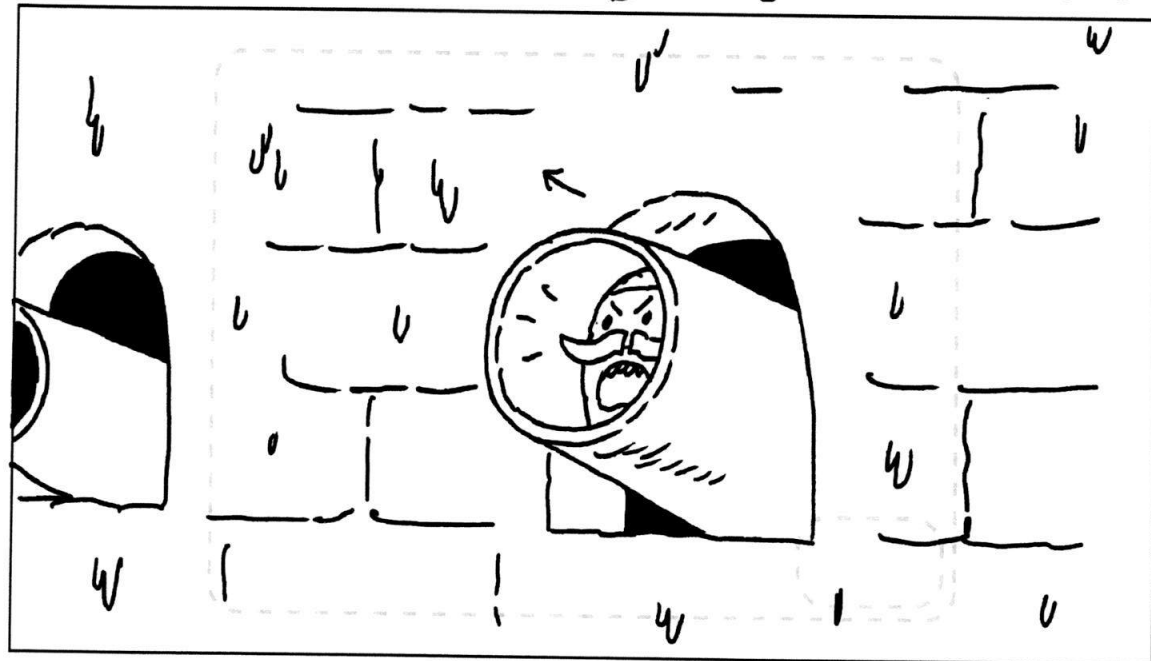
1025/170

ADVENTURE TIME

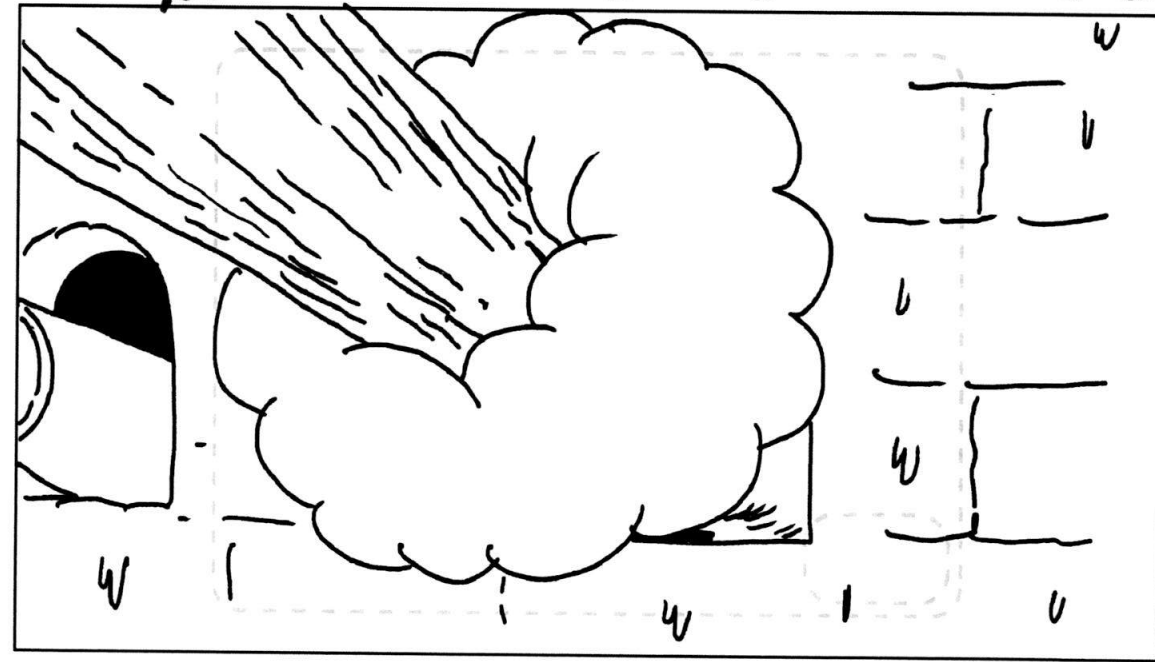


Page 113

Sc. 105 CONT Pnl. B Bg. day night



Sc. 105 CONT Pnl. C Bg. day night



Dialog:	(CCC) / Fire you wimps!	(SFX) / BOOM!
Action:	- CANNON GETS PUSHED FORWARD.	- CANNON FIRES CCC OFF/S. JAN 31 2014
Timing:		

EPISODE #

1025/170

Production :

1025/170

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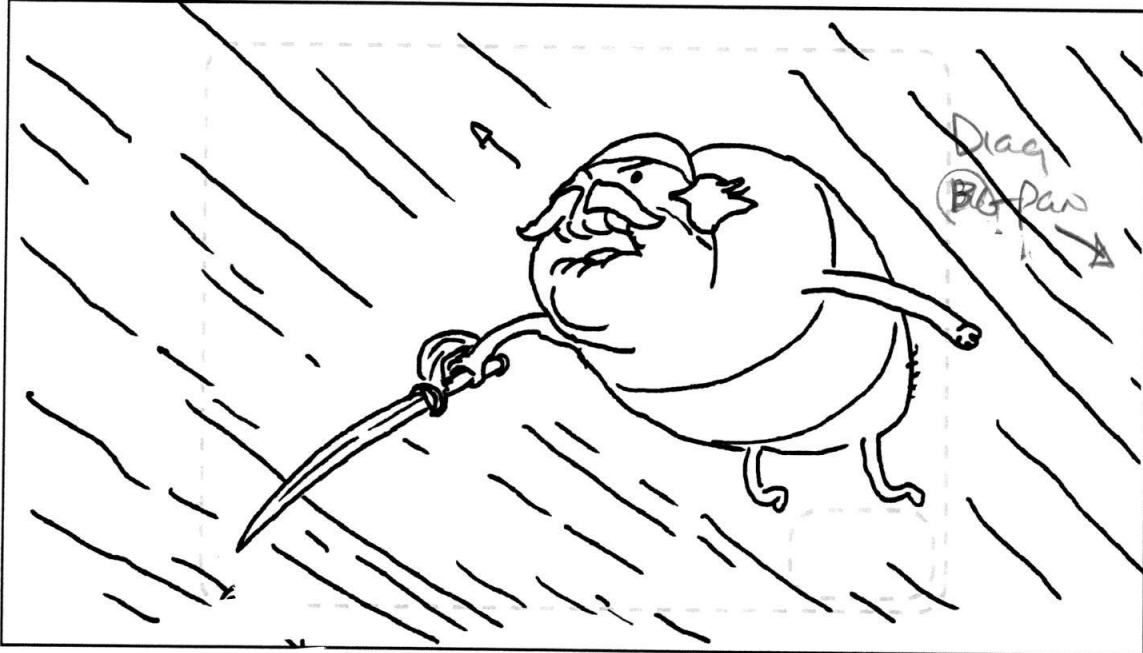
1025/170

Aut

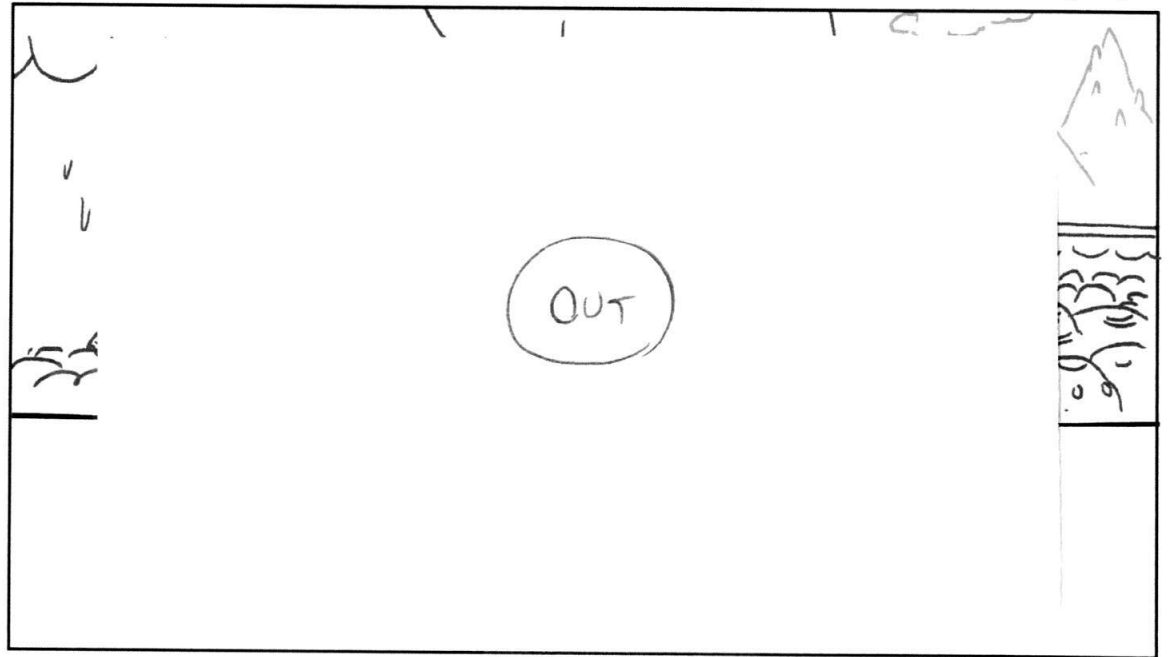
ADVENTURE TIME



Sc. 106 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:

CCC: Yaaa !!

Action:

Timing:

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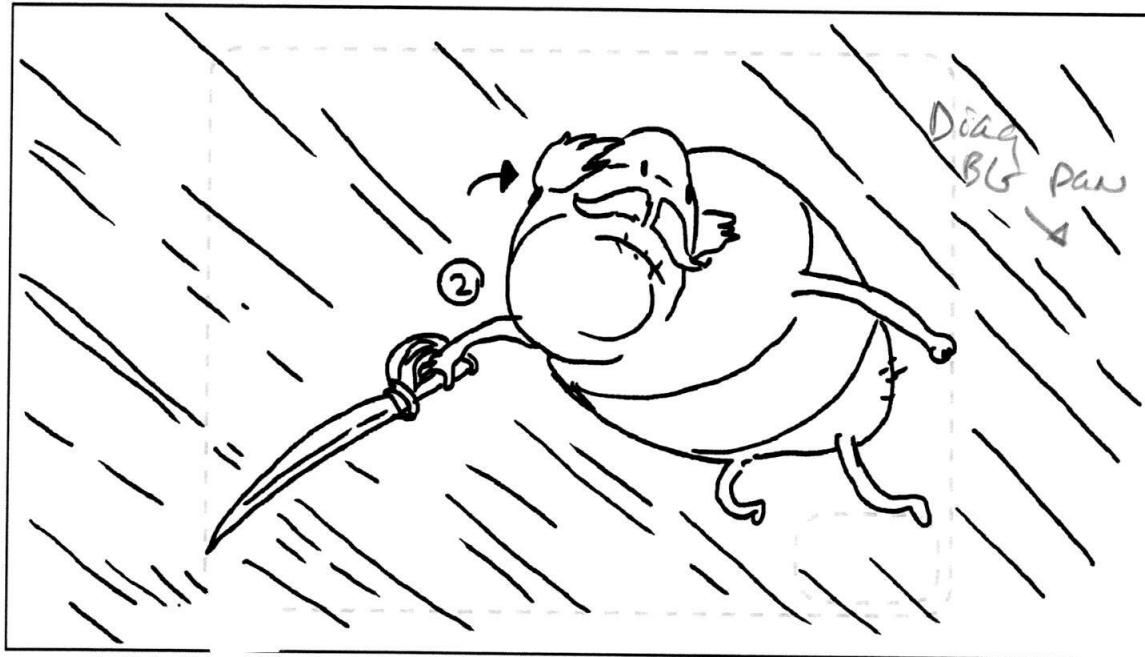
ADVENTURE TIME



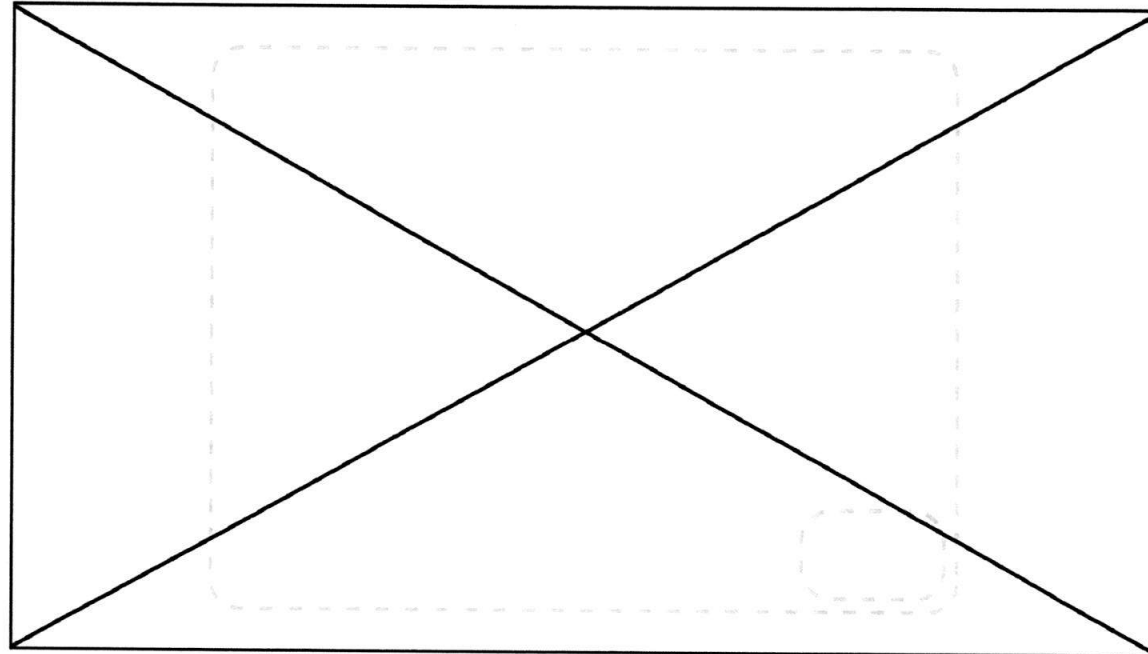
Cut

Page 115

Sc. 106 *cont* Pnl. B Bg. day night



Sc. Pnl. Bg. day night



Dialog:

(0/5)
(SFX) / BOOM BOOM BOOM BOOM BOOM

Action:

(CCC) LOOKS
BEHIND,
AFTER THE
BOOMS



Timing:

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Cut

ADVENTURE TIME



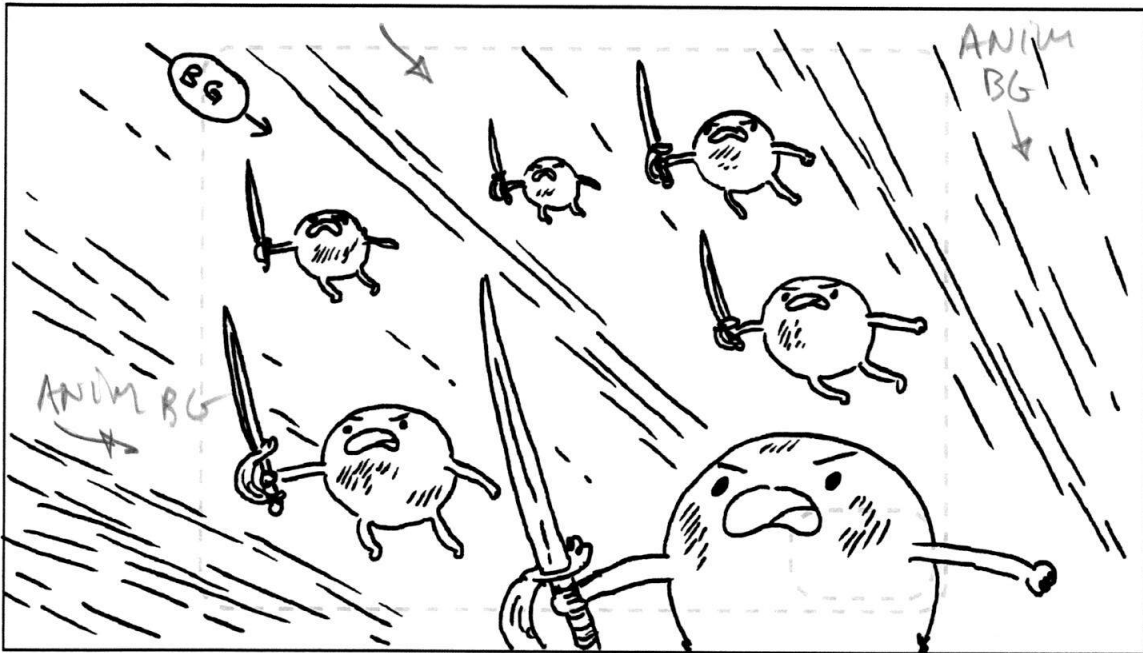
Cut

Sc. 107

Pnl. A

Bg.

day night

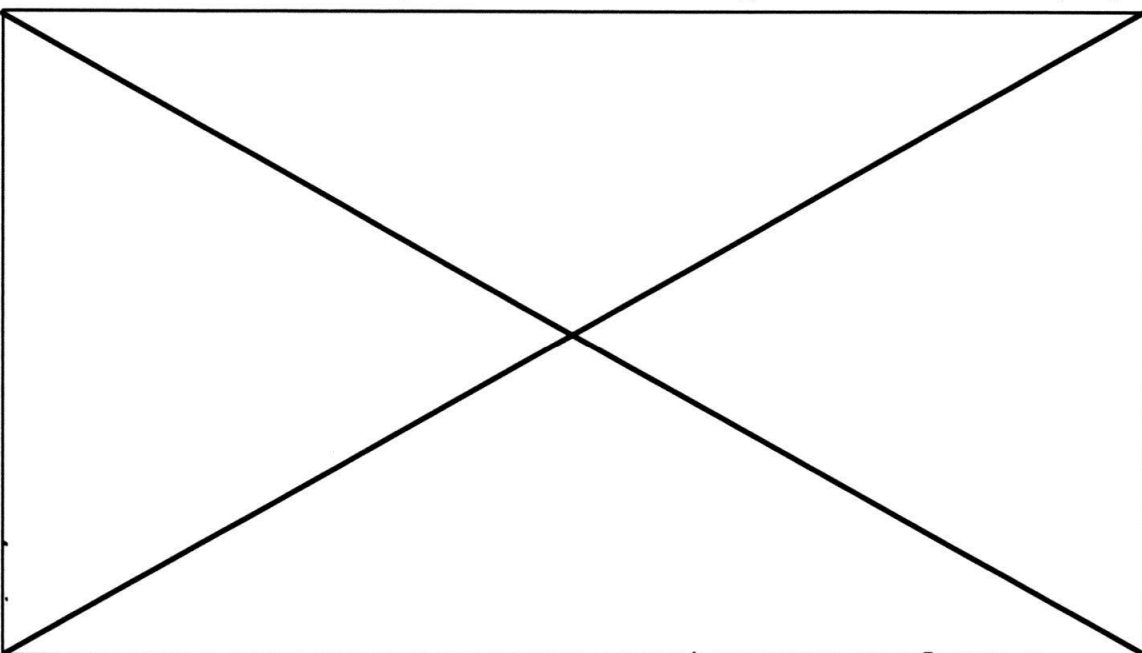


Sc.

Pnl.

Bg.

day night



Dialog:
<div>CANDY SOLDIERS / [Walla]</div>
Action:
Timing:

JAN 31 2014

EPISODE #

Production :

1025/170

1025/170

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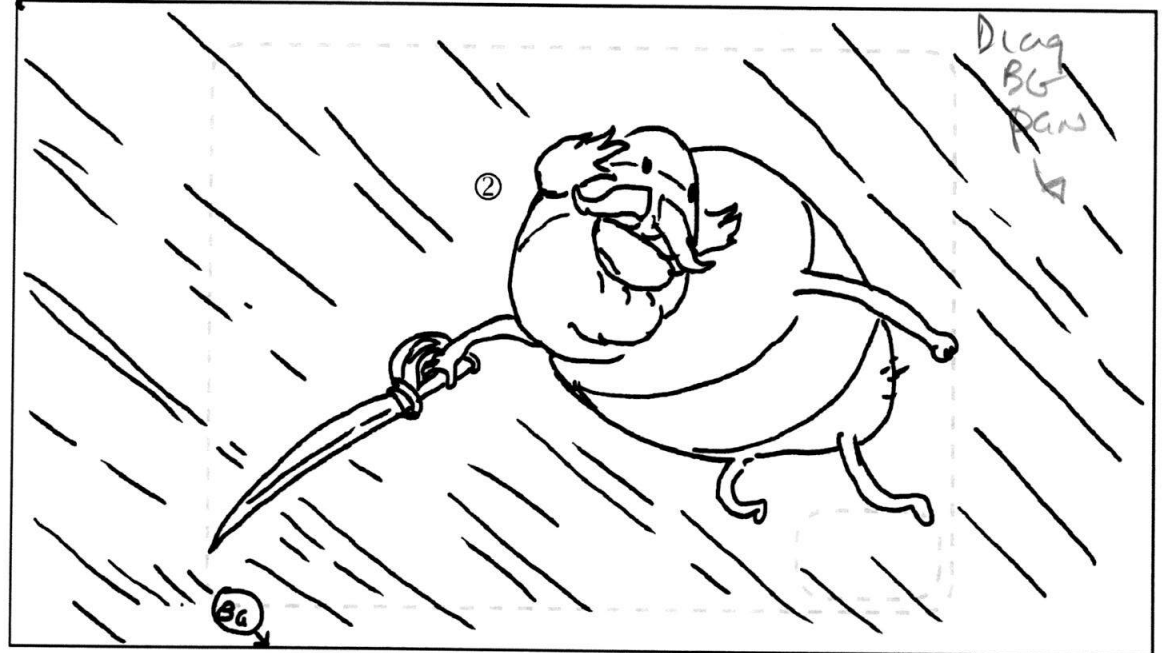
1025/170

Cut

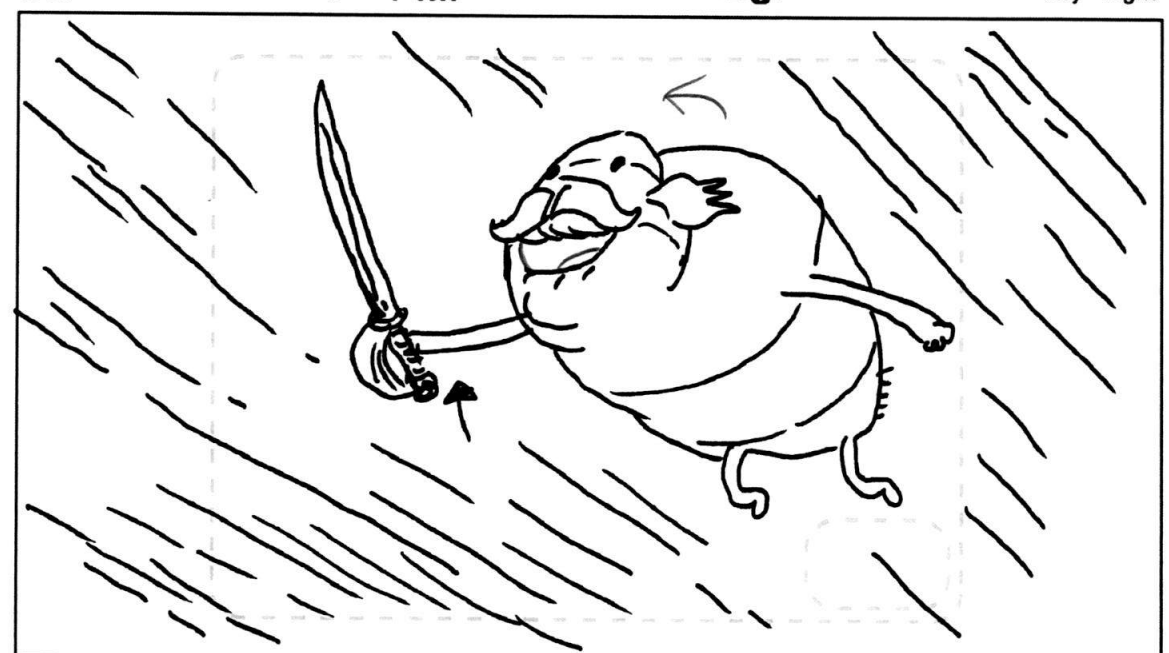
ADVENTURE TIME




Sc. 108 Pnl. A Bg. day night



Sc. 108 CONT Pnl. B Bg. day night



Cut

Dialog:	(ccc) / HAH HA!!	(ccc) / FOR THE KINGDOM!!!
Action:		
Timing:	AI ① 	JAN 3 1 2014

EPISODE #

1025/170

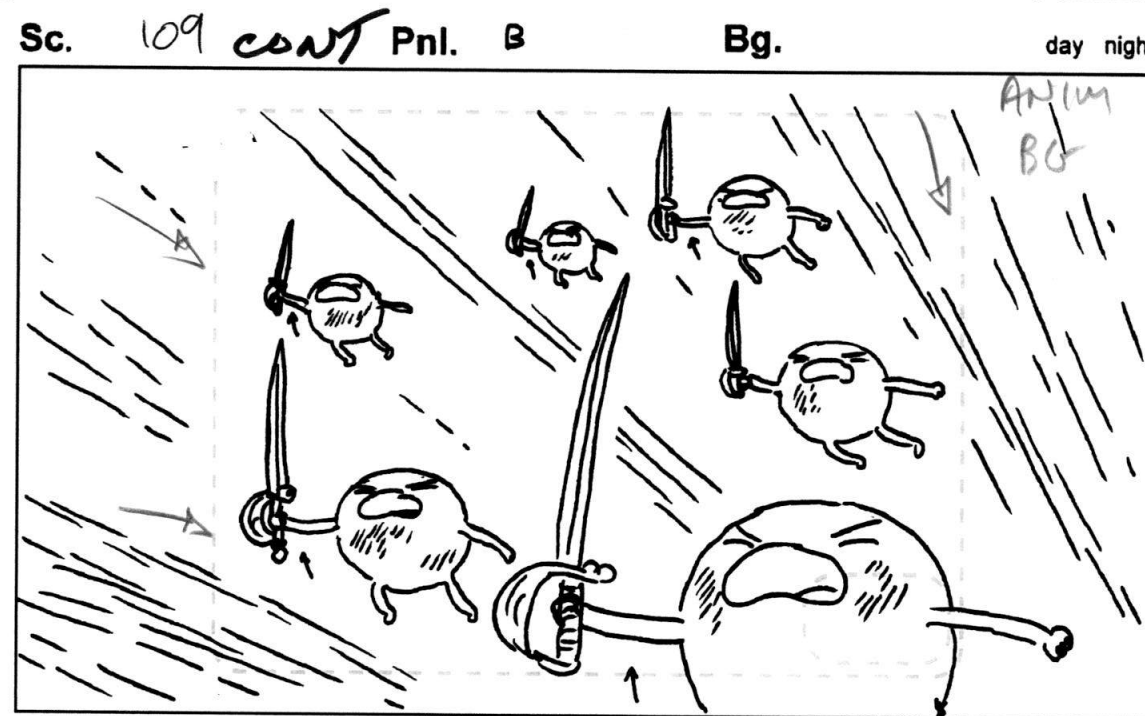
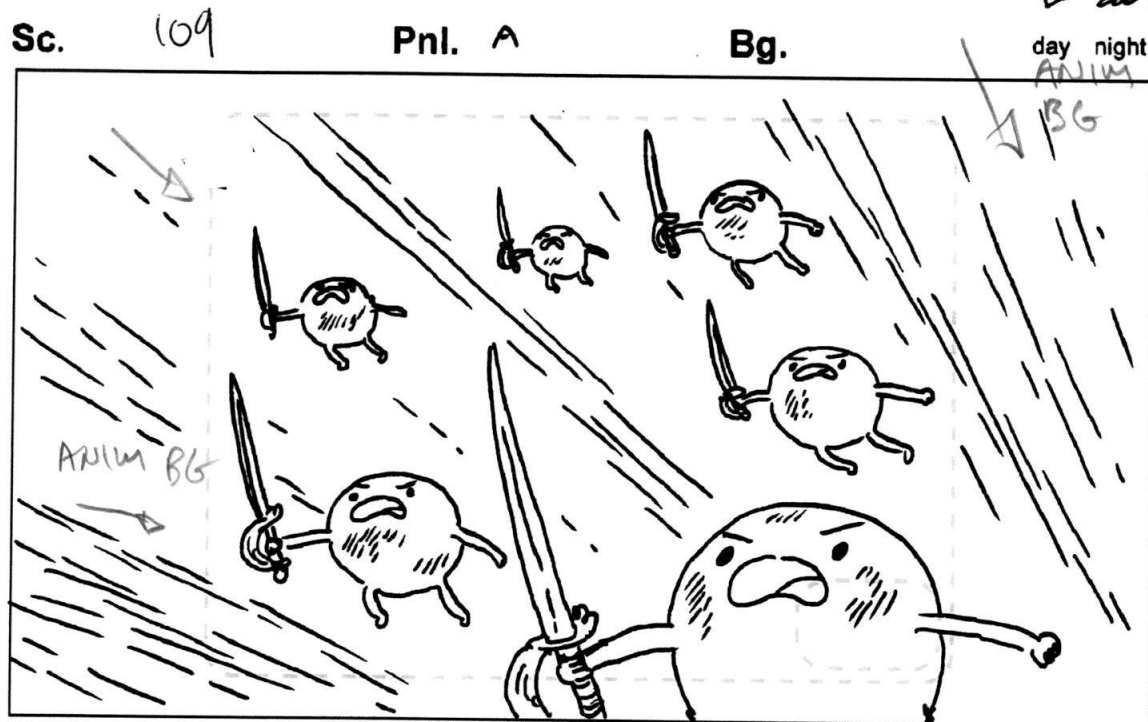
Production :

1025/170

ADVENTURE TIME



Page 118



Dialog:	<div>CANDY SOLDIERS</div> / FOR THE K-	
Action:		
Timing:	<div>JAN 31 2014</div>	

EPISODE #

1025/170

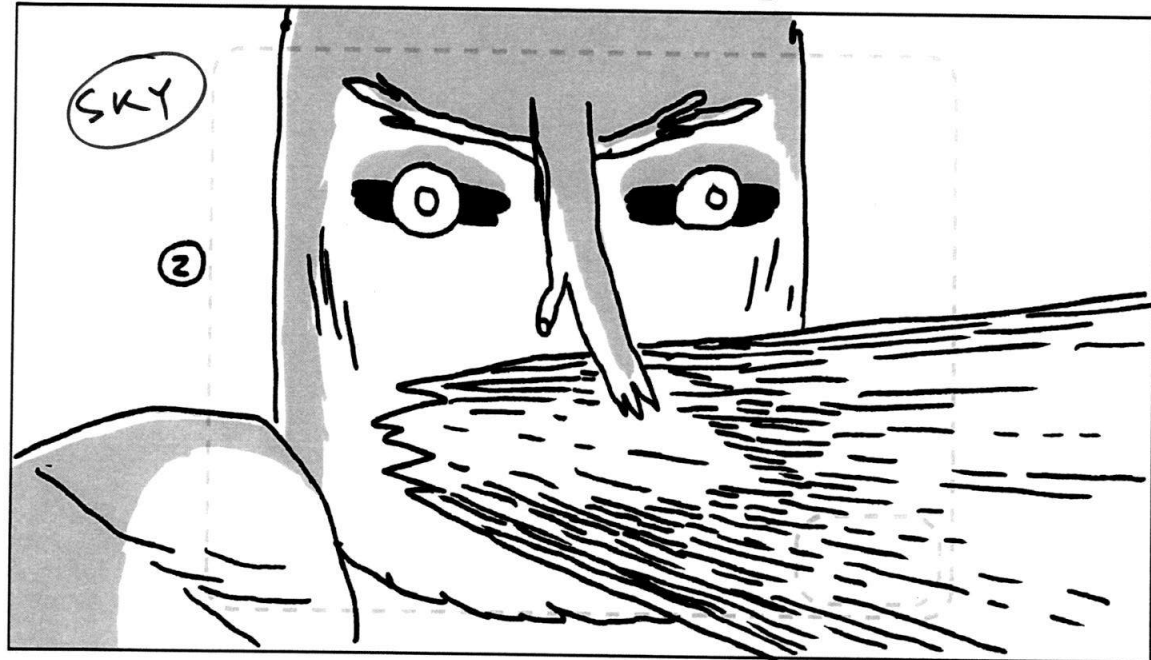
Production :

1025/170

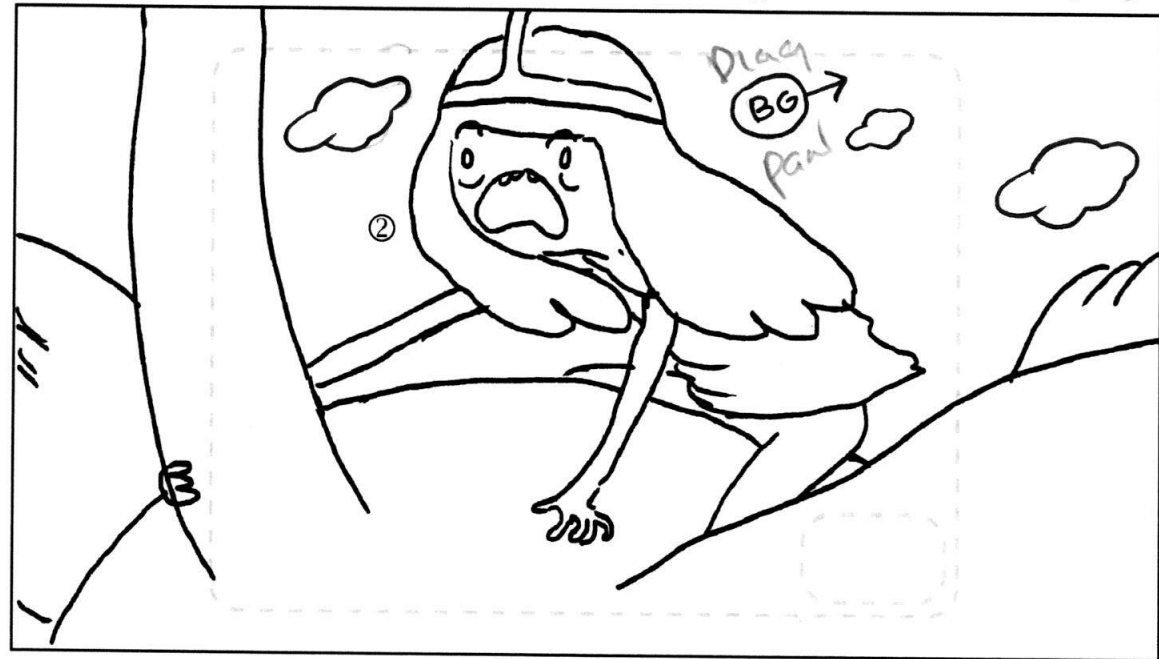
ADVENTURE TIME



Sc. 110 Pnl. A Bg. day night



Sc. 111 Pnl. A Bg. day night



Dialog:

(DARREN) / Z O M M

(PB) / Oh Zang!!!

Action:

(AD)

(1)

Timing:



- DARREN FIRES
ENERGY BLAST.



JAN 3 1 2014

Production :

EPISODE #

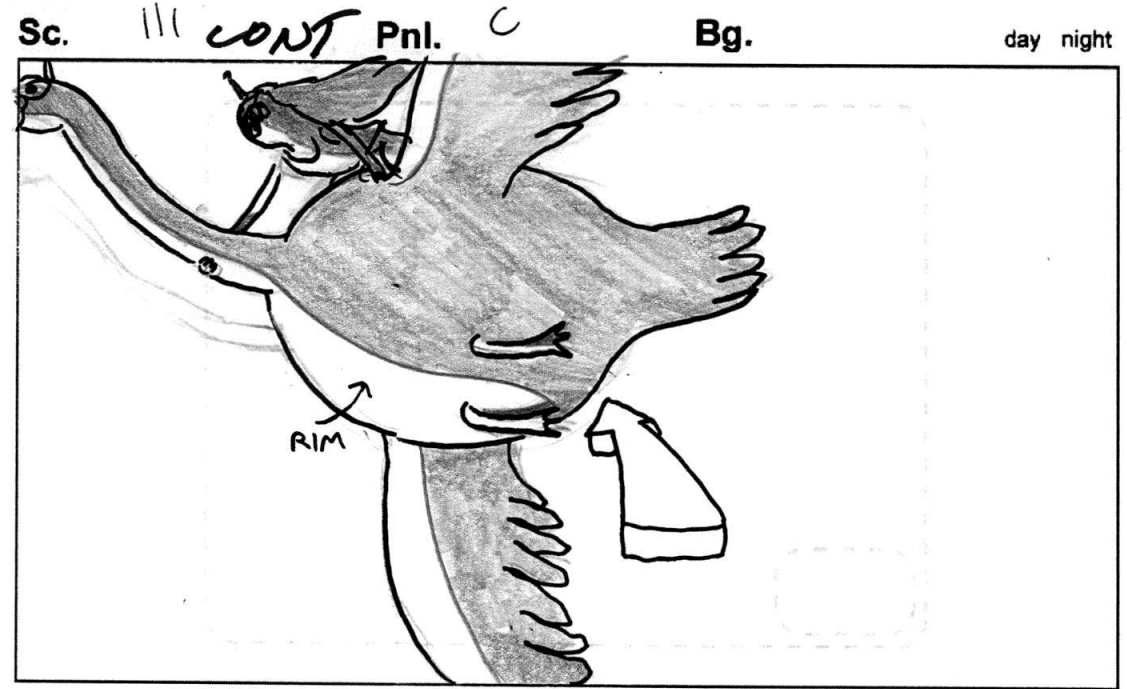
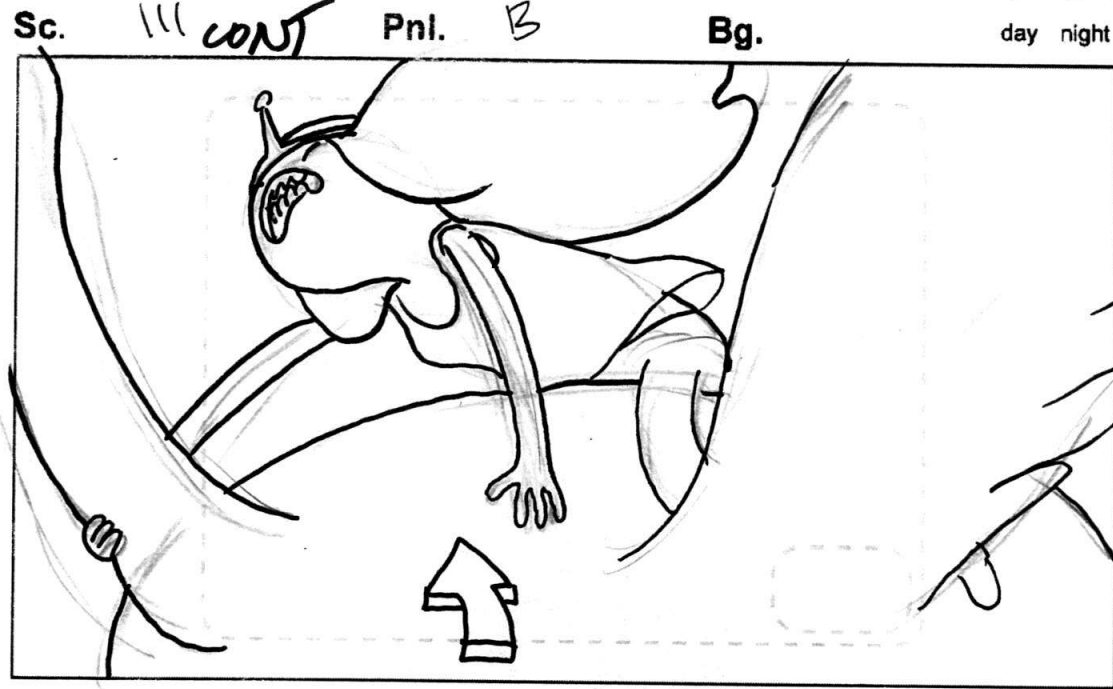
1025/170

1025/170

ADVENTURE TIME



Page 120



Dialog:	PB/ RAARGH —————→
Action:	- PB + SWAN VEER OUT OF THE WAY OF BLAST.
Timing:	JAN 31 2014

EPISODE #

Production :

1025/170

1025/170

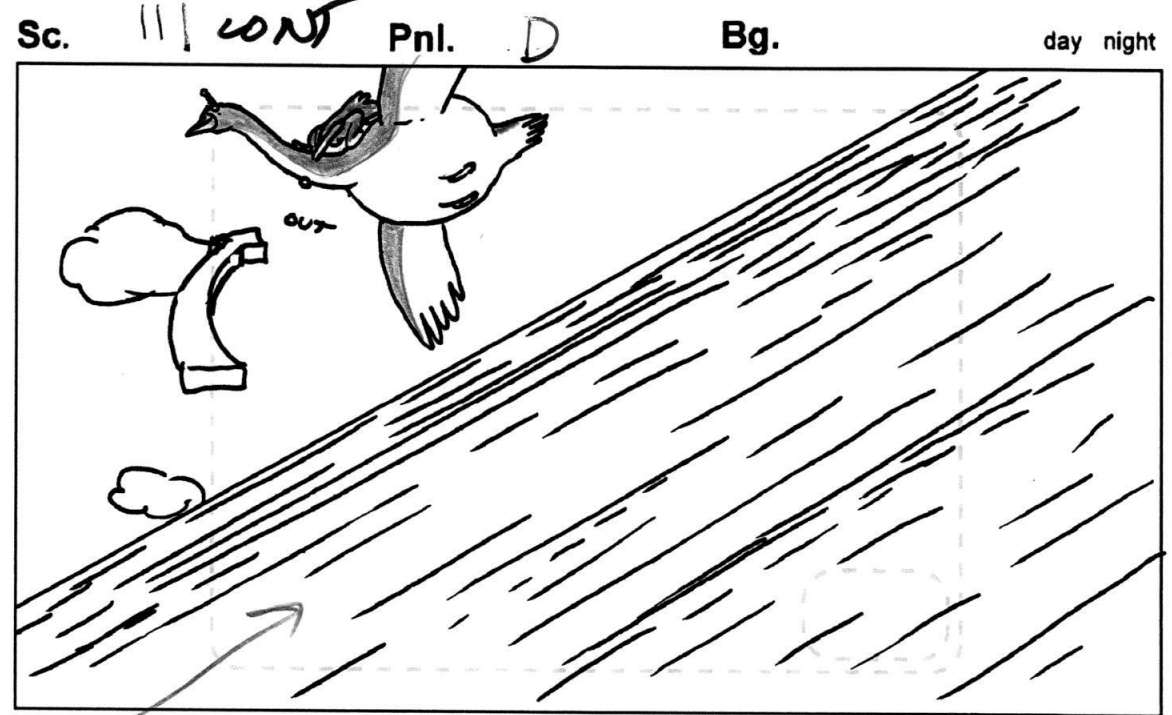
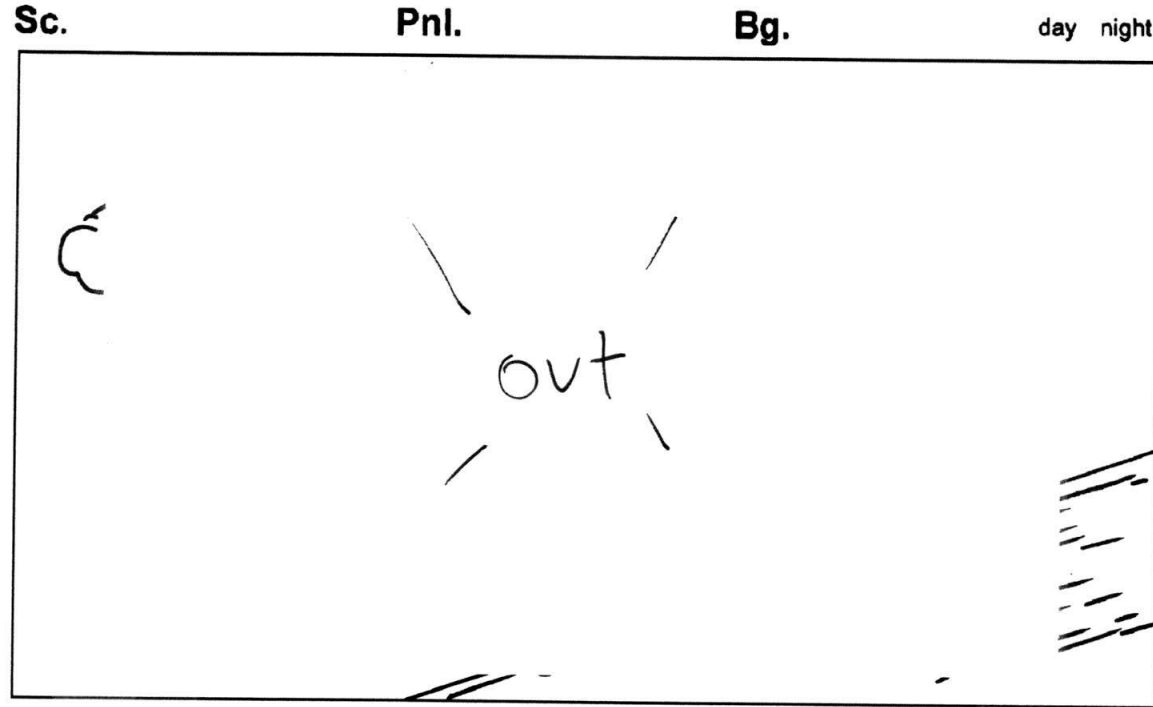
ADVENTURE TIME



NO SC
112

Page 121

cut



Dialog:

Action:

Timing:

SFX: ZOMMM

JAN 31 2014

EPISODE #
1025/170

Production :

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1025/170

cut 110-112

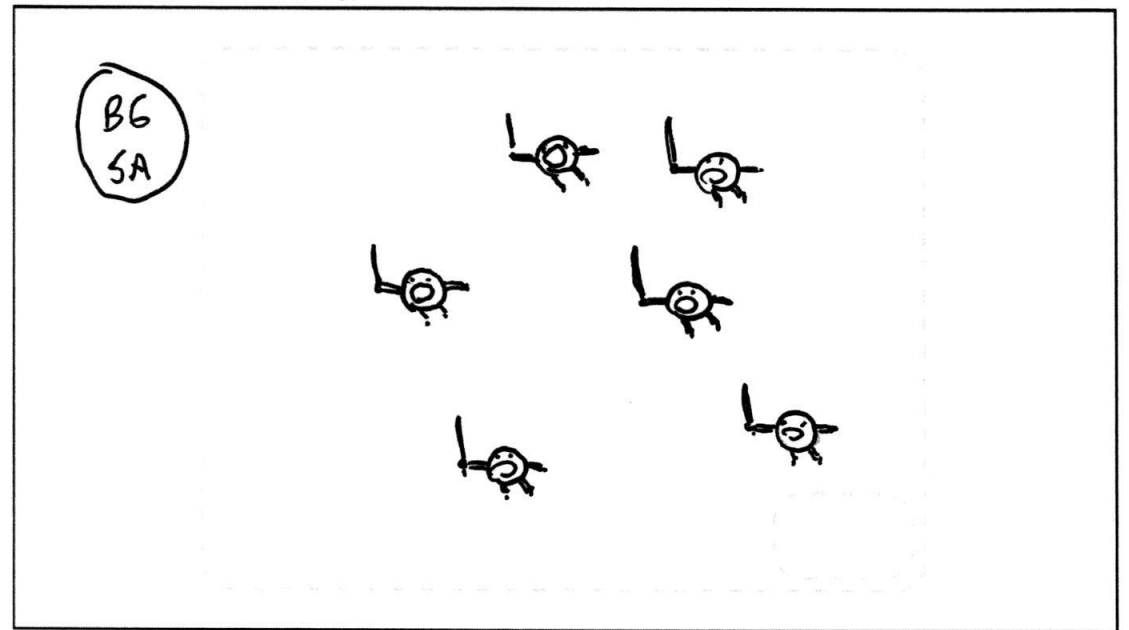
ADVENTURE TIME



Sc. 113 Pnl. A Bg. day night



Sc. 113 ~~cont~~ Pnl. B Bg. day night

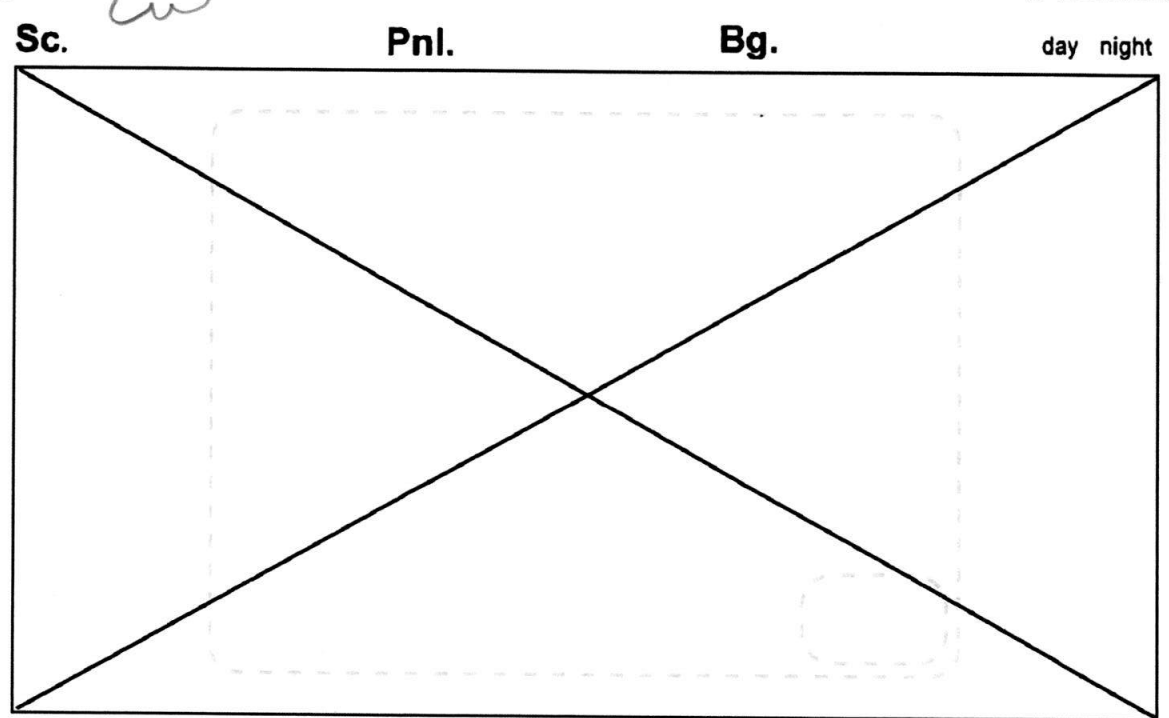
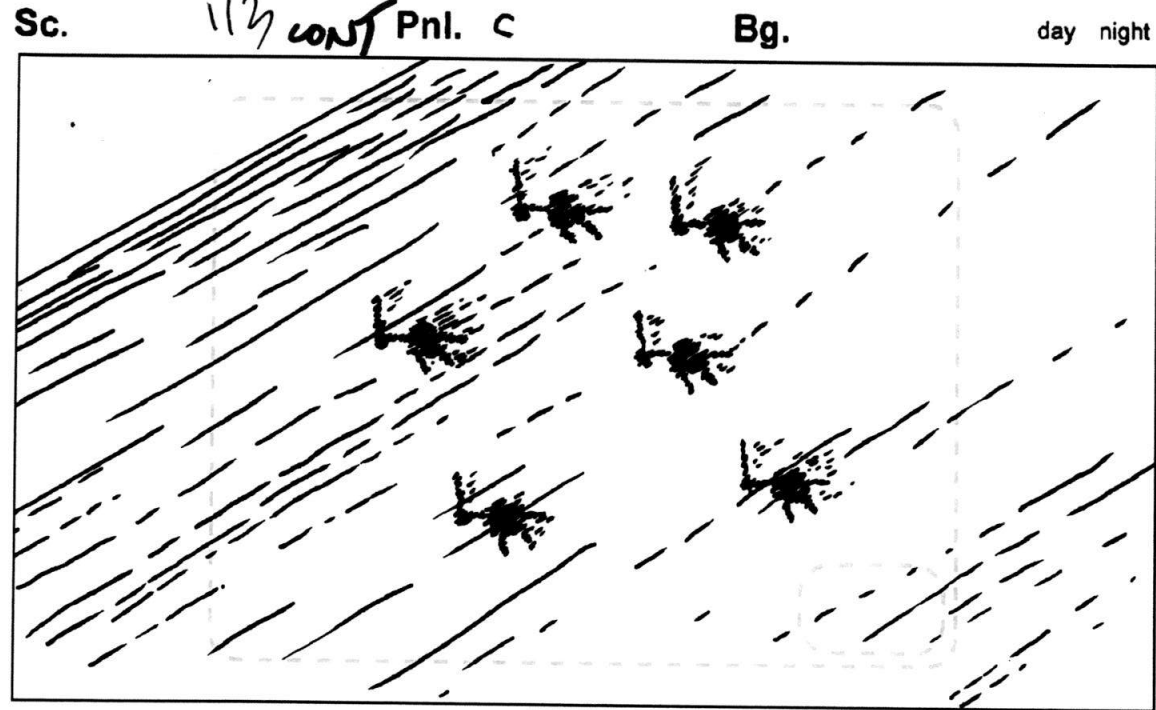


Dialog:	<p>candy soldiers / - NGDOM ——— !</p> <p>Candy Soldiers Gave TWO Came.</p>
Action:	<p>- CCC PROPS OFF/S.</p>
Timing:	<p>JAN 31 2014</p>

EPISODE # 1025-170
Production :

1025/170

ADVENTURE TIME



Dialog:

SFX: * ZOMMM _____

Action:

— BLAST CONSUMES SOLDIERS.

Timing:

JAN 31 2014

EPISODE # 1025-170

Production :

ADVENTURE TIME

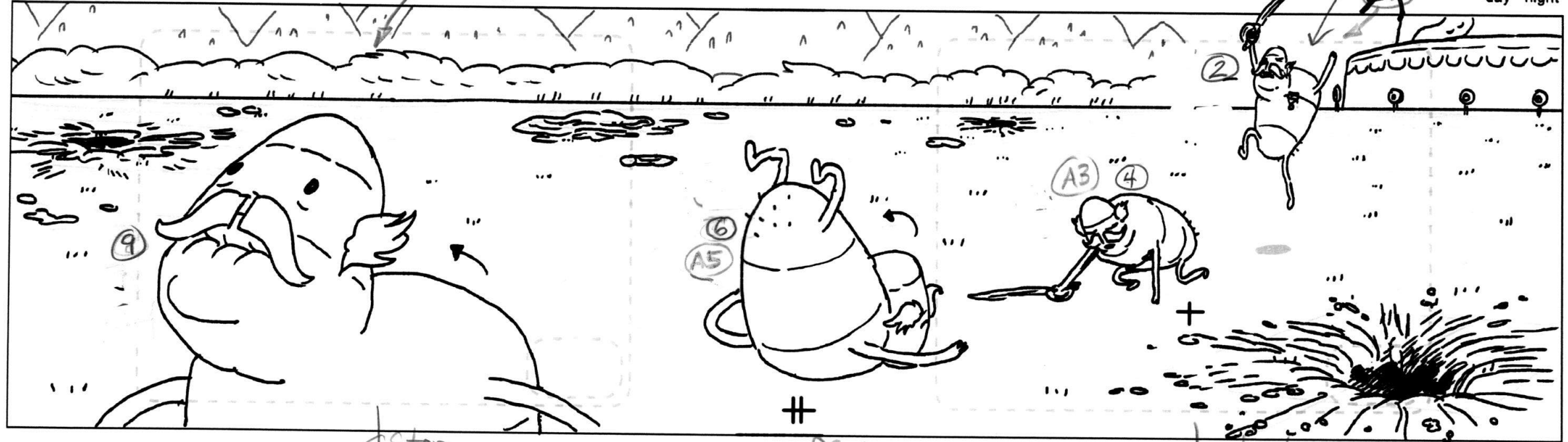


Page 124

Art

Sc. 114 Pnl. Bg.

day night



Dialog:

Action:

C.C.C. LANDS - ON GROUND,

Timing:

JAN 31 2014



ROLLS AND RECOVERS - PAN W/ CCC.



1025-170

EPISODE #

Production :

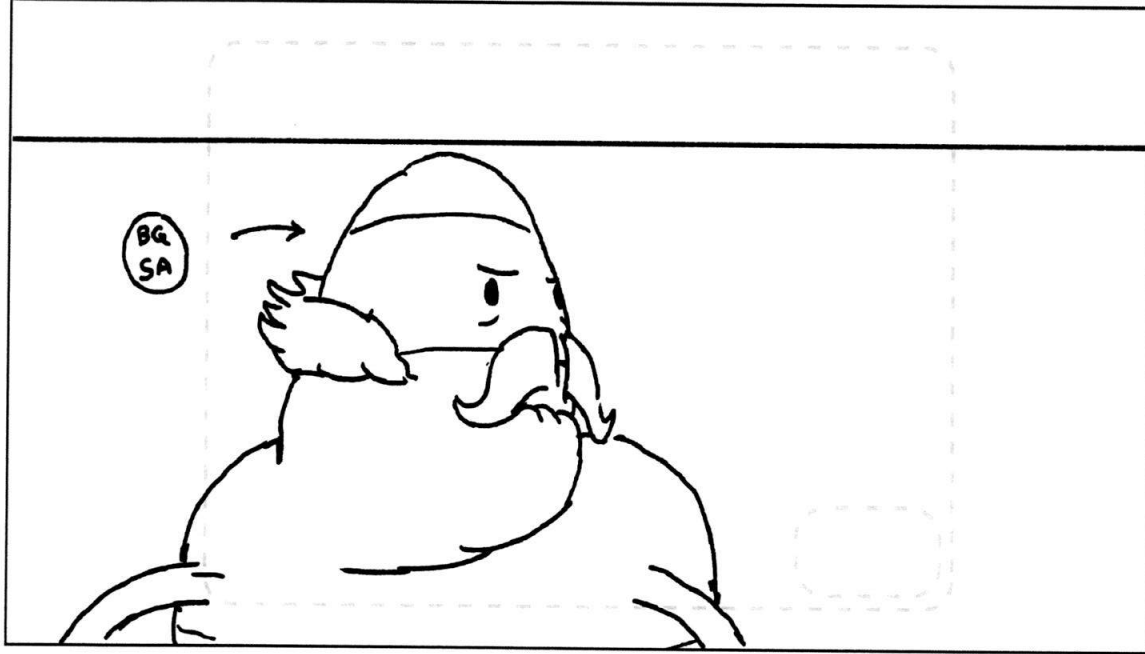
1025-170

ADVENTURE TIME

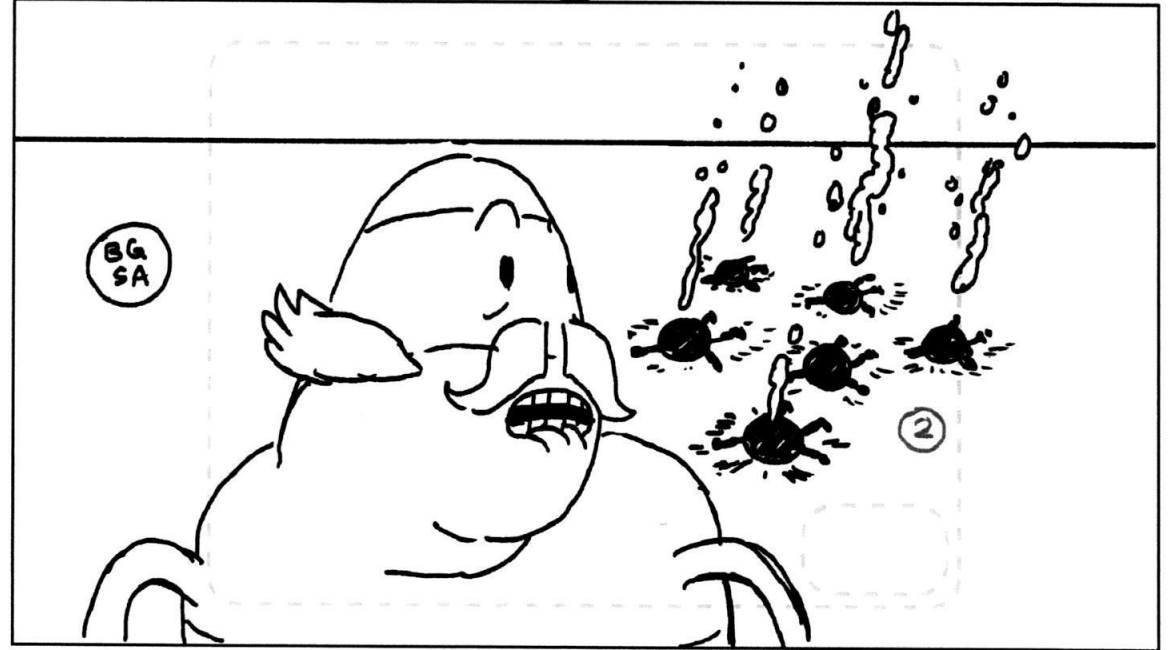


Page 125

Sc. 114 CONT Pnl. C Bg. day night



Sc. 114 CONT Pnl. D Bg. day night



Dialog:

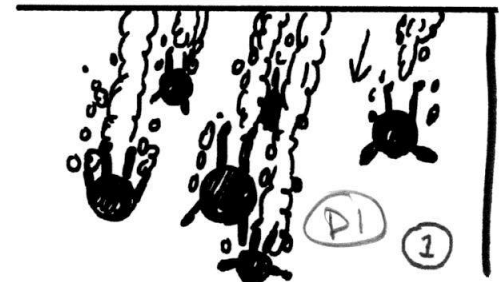
JAN 31 2014

Action:

- CCC LOOKS BACK.

- BLASTED CANDY SOLDIERS FALL ONLS

Timing:



EPISODE #

1025-170

Production :

1025/170

ADVENTURE TIME

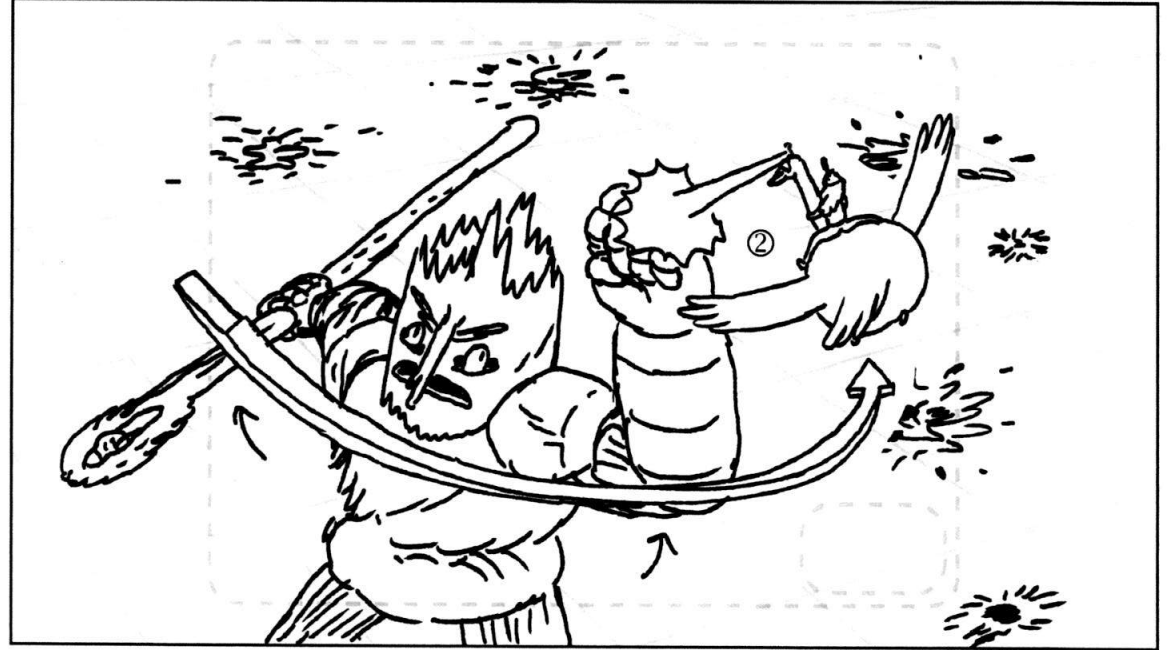


Page 126

Sc. 115 Pnl. A Bg. day night



Sc. 115 CONT Pnl. B Bg. day night



Dialog:

Action:

Timing:

JAN 31 2014

SWAN LASER. FIRES AT DARREN



1025-170

EPISODE #

Production :

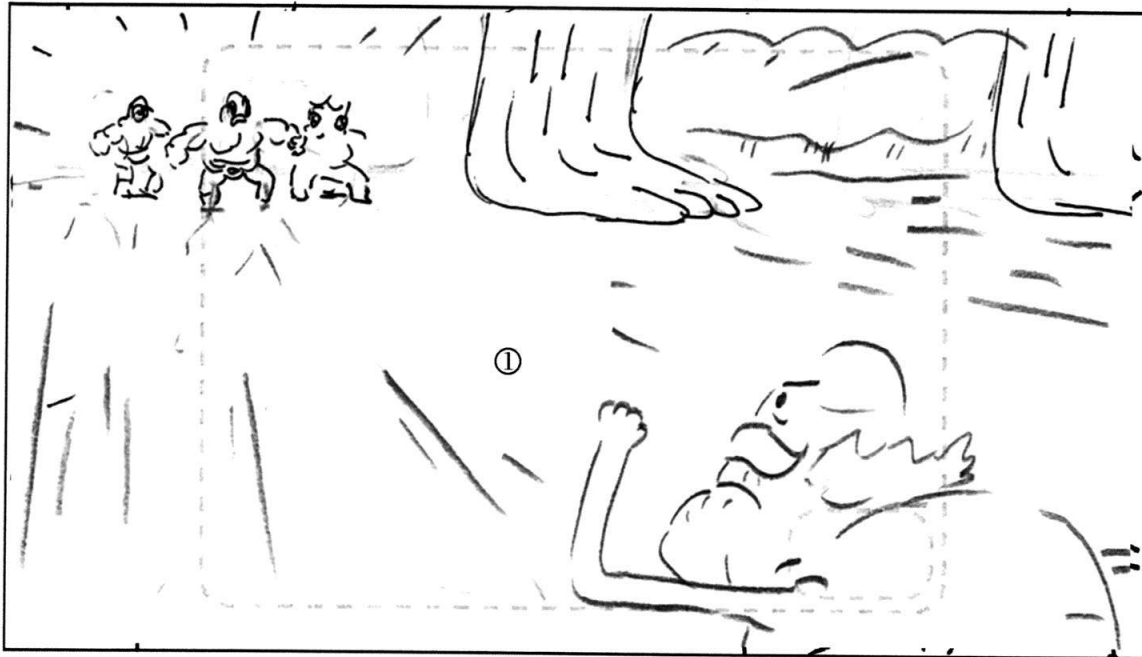
1025/170

ADVENTURE TIME



Page 127

Sc. 114 Pnl. A Bg. day night



Sc. 114 CONT Pnl. B Bg. day night



Dialog:

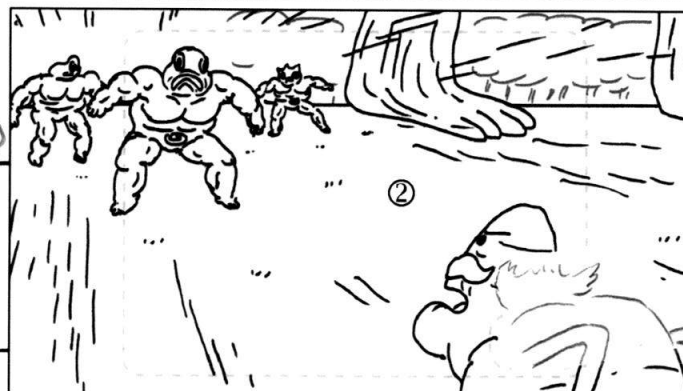
Muscleman Mutants/ [grunts and fighting Walla]
CCC/ [Fighting Walla]

Action:

-CCC CHARGES MUSCLEMAN MUTANTS.

Timing:

(A)



JAN 31 2014

EPISODE # 1025-170

Production :

1025/170

ADVENTURE TIME

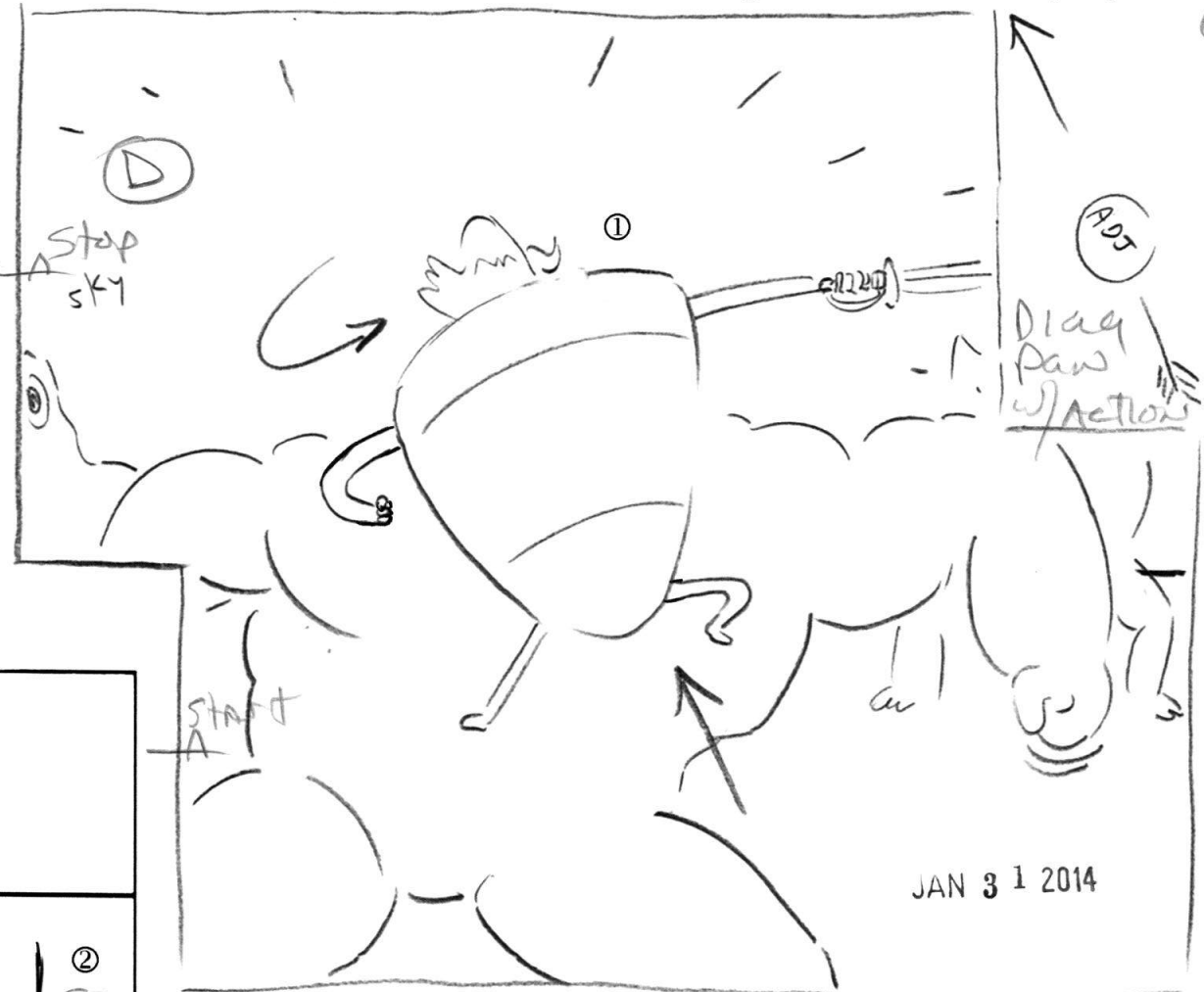


Page 128

Sc. 11c *cont* Pnl. *a* Bg. day night



Sc. 11c *cont* Pnl. Bg. day night



JAN 31 2014

Dialog:	Muscleman Mutants/ [grunts and fighting Walla] CCC/ [Fighting Walla]
Action:	
Timing:	



1025-170

EPISODE #

Production :

1025/170

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Ho
Cut

ADVENTURE TIME



Sc. 116A .

Pnl. **B**

Bg.

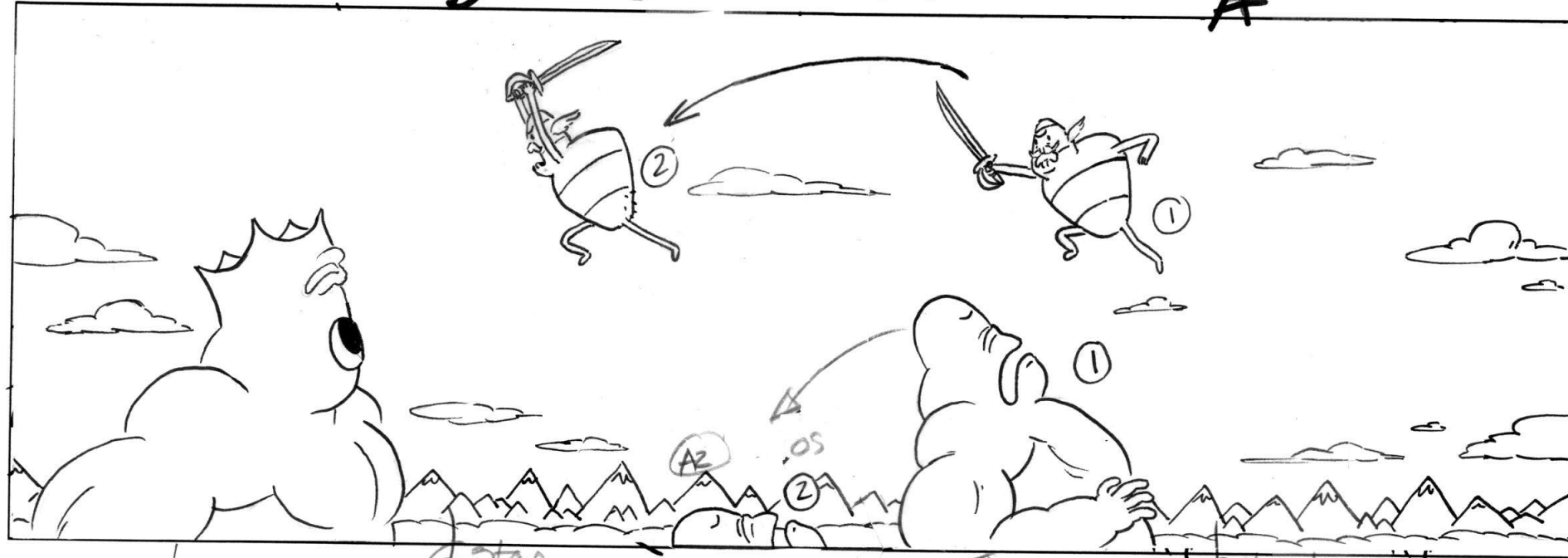
day night

A

Ho
Cut

Page 129

129A NEXT



Dialog:

#2

Muscleman Mutants/ [grunts and fighting Walla]
CCC/ [Fighting Walla]

Action:

Timing:

JAN 3 1 2014

1025-170

EPISODE #

Production :

1025/170

ADVENTURE TIME

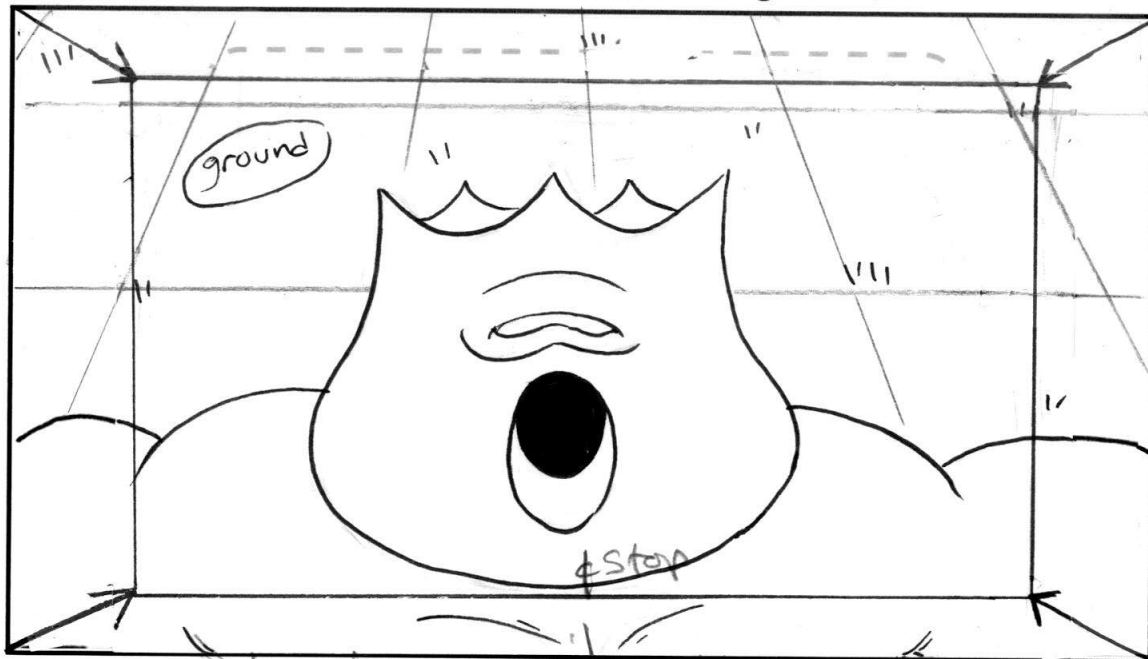


Sc. 116B

Pnl.A

Bg.

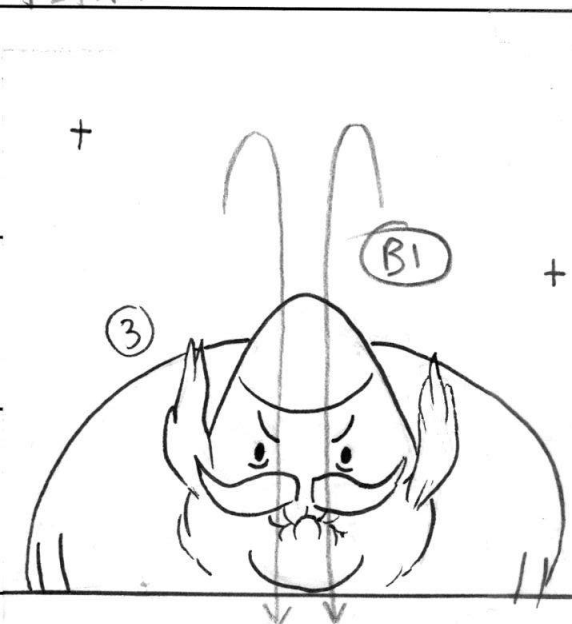
day night



Dialog:

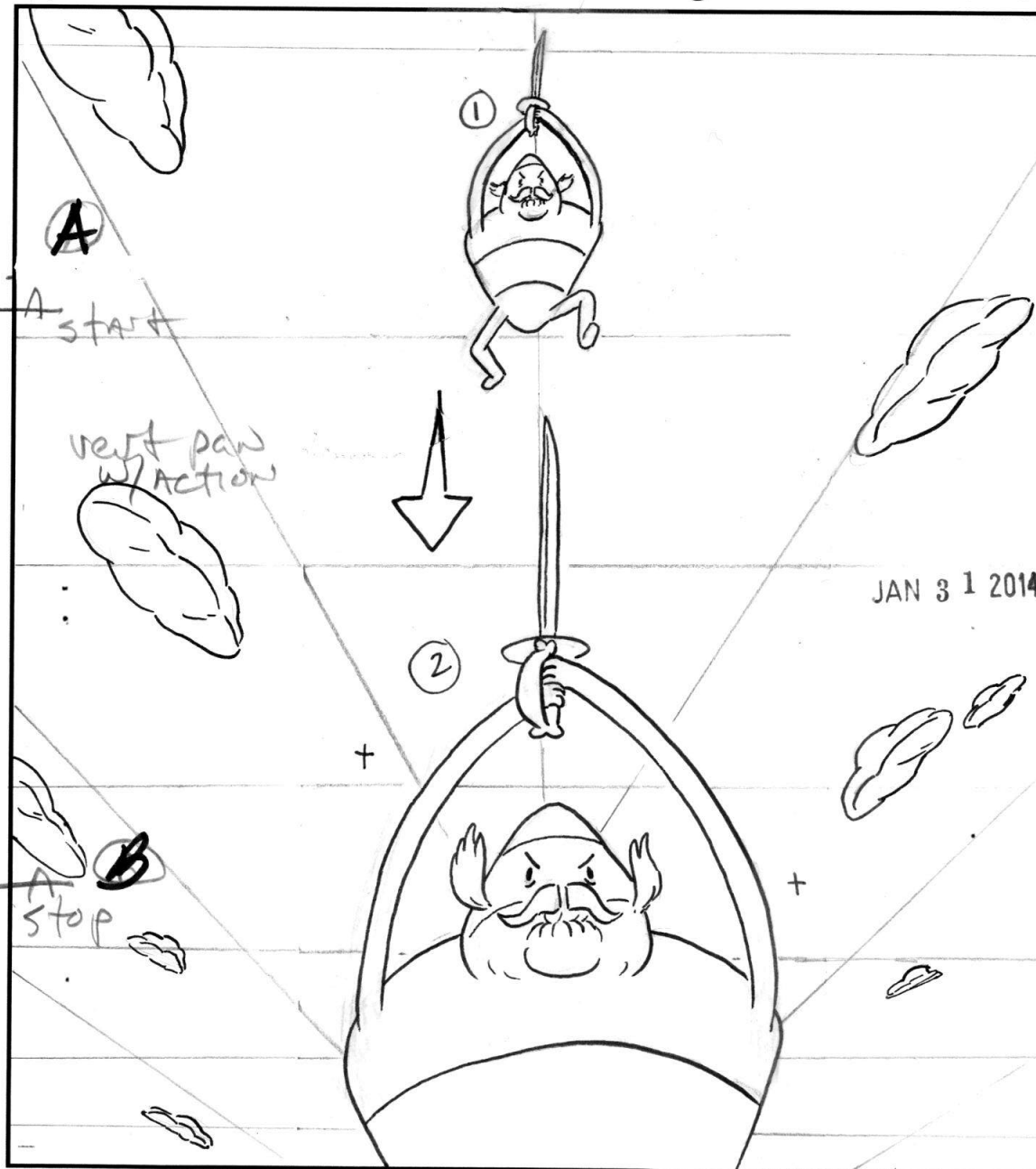
Action:

Timing:



Sc. 116C

Bg.



Page 129A

1290 NEXT
day night

EPISODE # 1025-170

Production:

JAN 3 1 2014

1025/170

ADVENTURE TIME

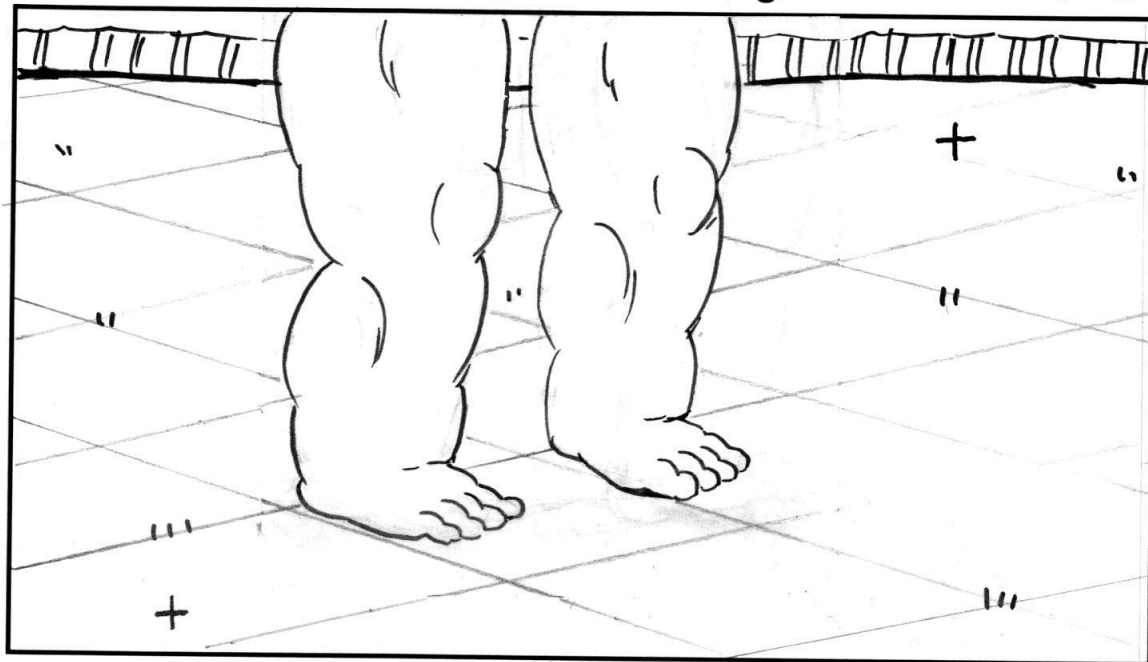


Sc. 116D

Pnl. A

Bg.

day night



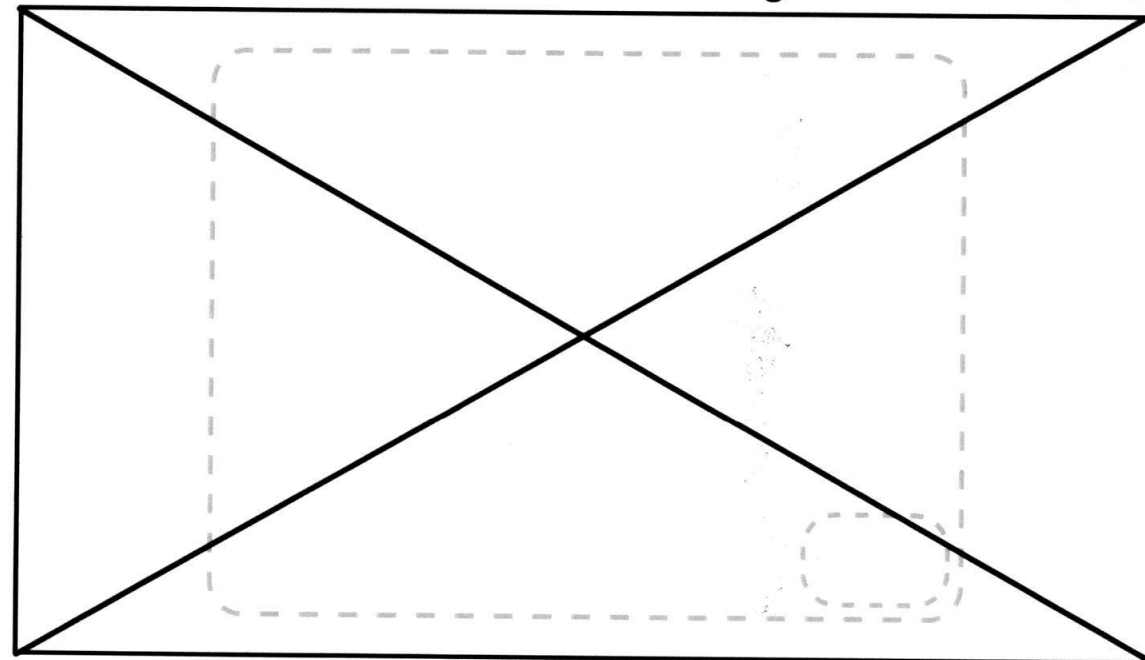
Sc.

Pnl.

Bg.

Page 129B

129C NBT
day night



Dialog:

Action:

Timing:

JAN 3 1 2014

EPISODE # 1025-170

Production:

1025/170

ADVENTURE TIME



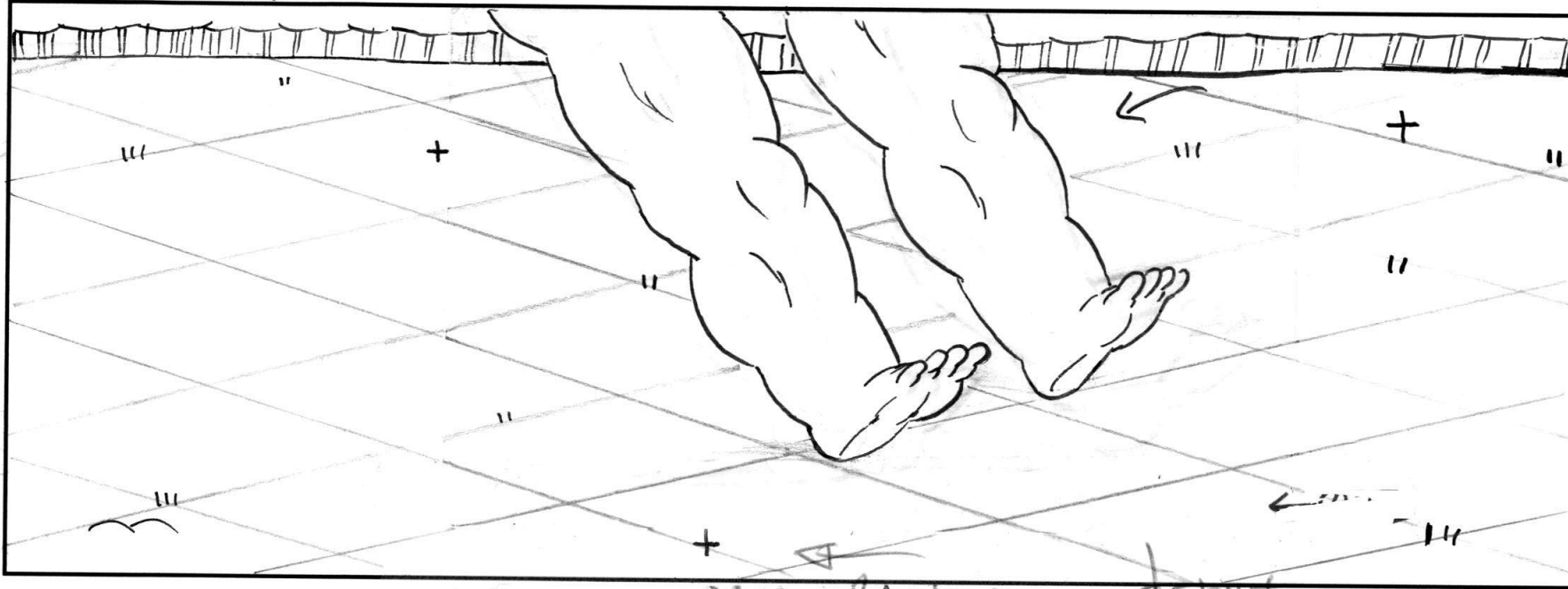
Page 129C

129D NEXT

Sc. 116D *CONT*

B

day night



pan w/ action *q stop*

Dialog:

Action:

Timing:

JAN 31 2014

EPISODE # 1025-170

Production:

1025/170

ADVENTURE TIME



Sc. 116D

CONT

Pnl. C

Bg.

day night

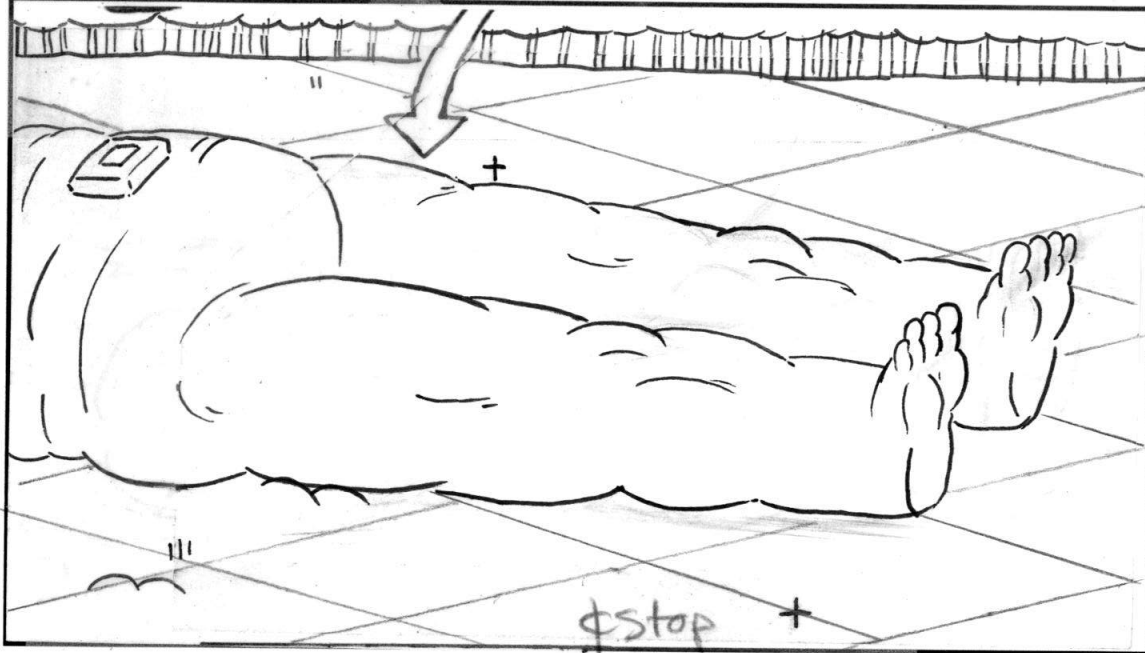
Sc.

Pnl.

Bg.

Page 129D

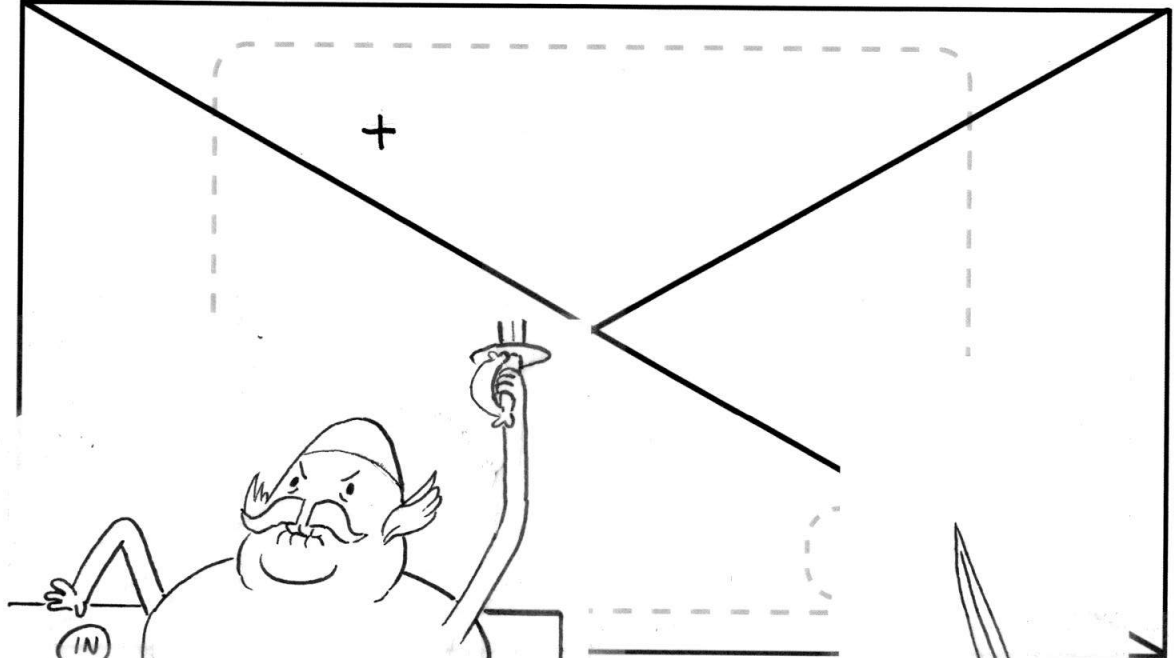
129ENEXT
day night



Dialog:

Cam. shake

+



(C1)

(CCCC1)

+

(C2)

+

(CCCC2)

+

EPISODE # 1025-170

1025/170

1025/170

ADVENTURE TIME



Page 129E

129F NEXT
day night

Sc. 117

Pnl. A

Bg.

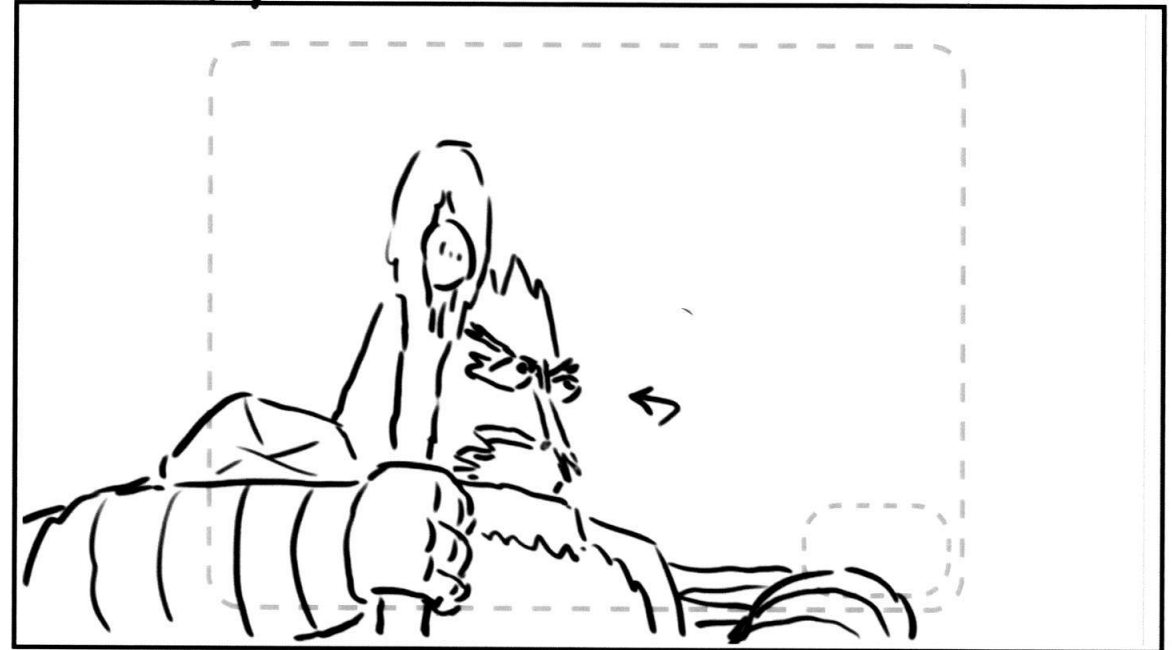
day night

Sc. 117

cont

Pnl. B

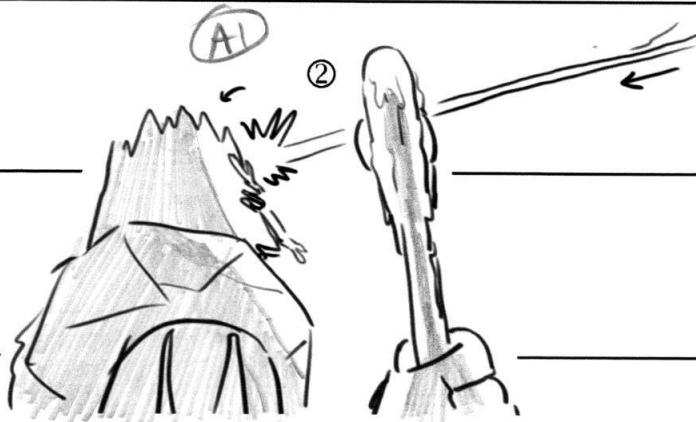
Bg.



Dialog:

Action:

Timing:



JAN 3 1 2014

EPISODE # 1025-170

Production:

1025/170

1025/170

ADVENTURE TIME



Page 129F

1296 NEXT
day night

Sc. 117 *CONT*

Pnl. C

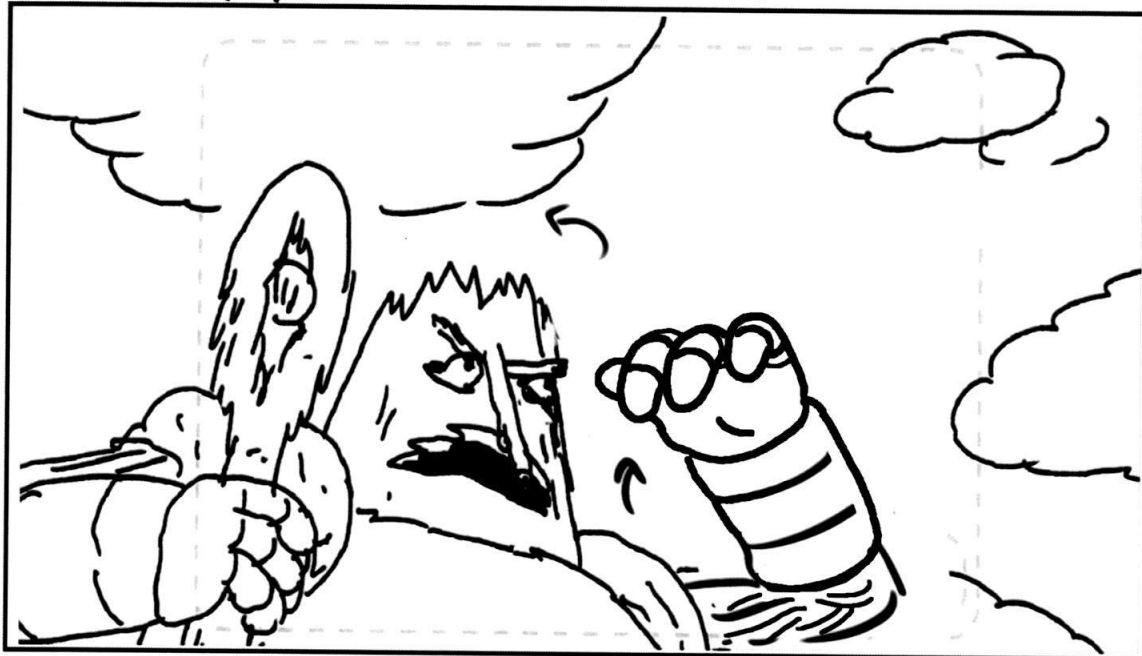
Bg.

day night

Sc. 117 *CONT*

Pnl. D

Bg.



Dialog:

Action:

JAN 3 1 2014

Timing:

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Production:

1025/170

1025/170

ADVENTURE TIME



Page 129G

130 NEXT

Sc. 117 *CONT*

Pnl. E

Bg.

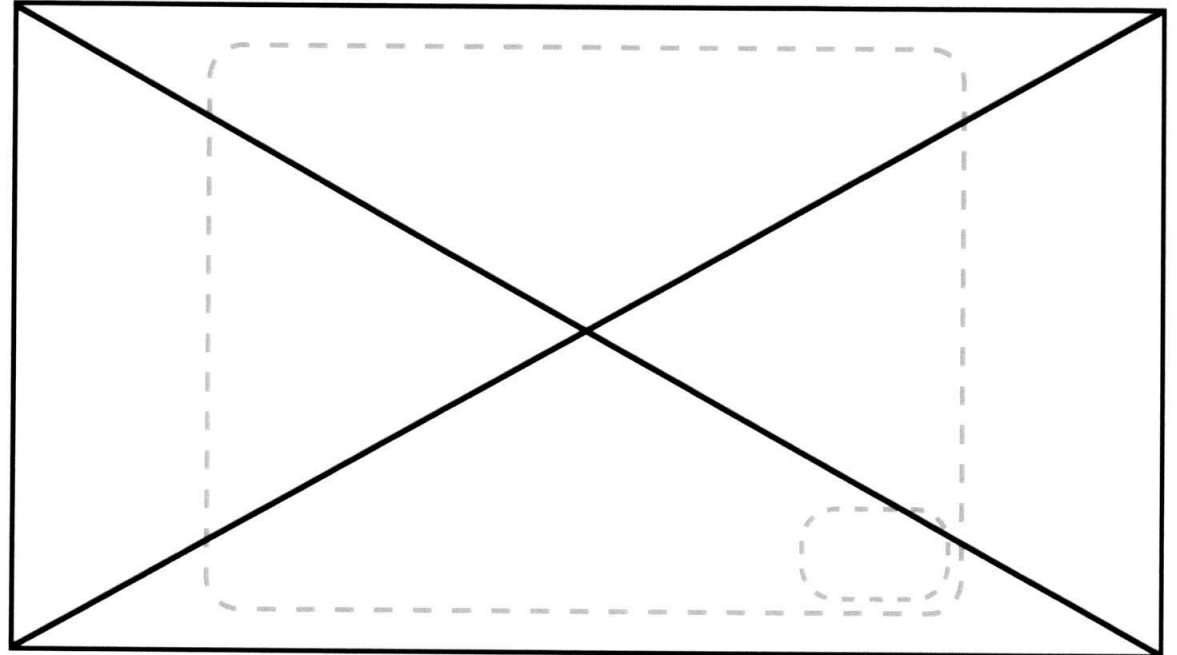
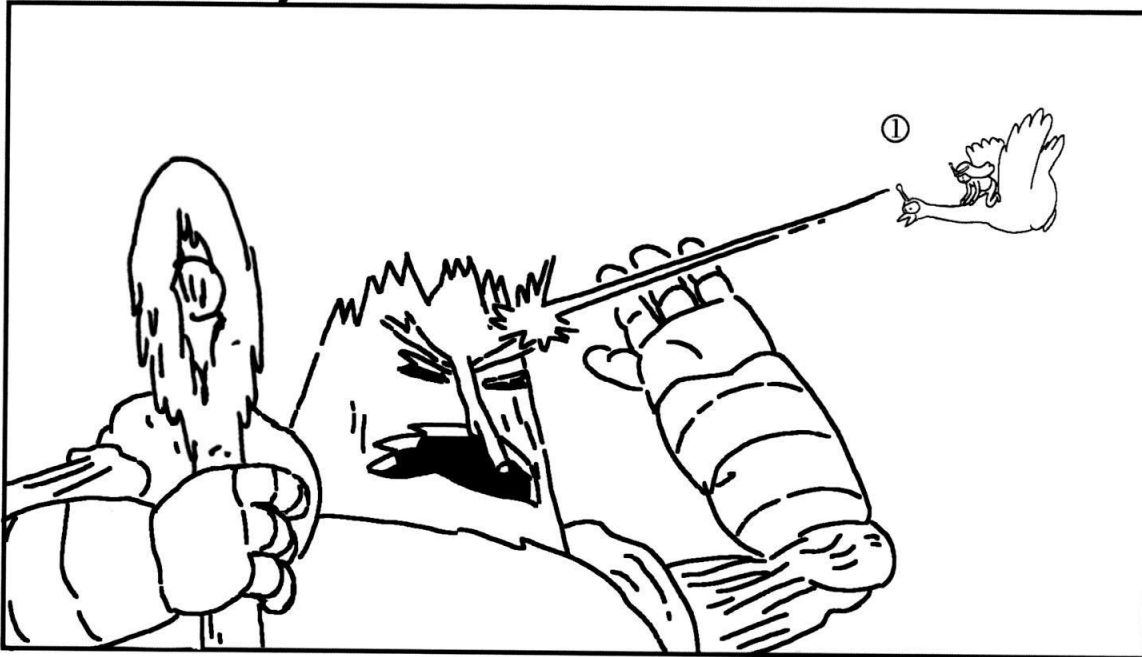
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action:

Timing:



JAN 3 1 2014

EPISODE # 1025-170

Production:

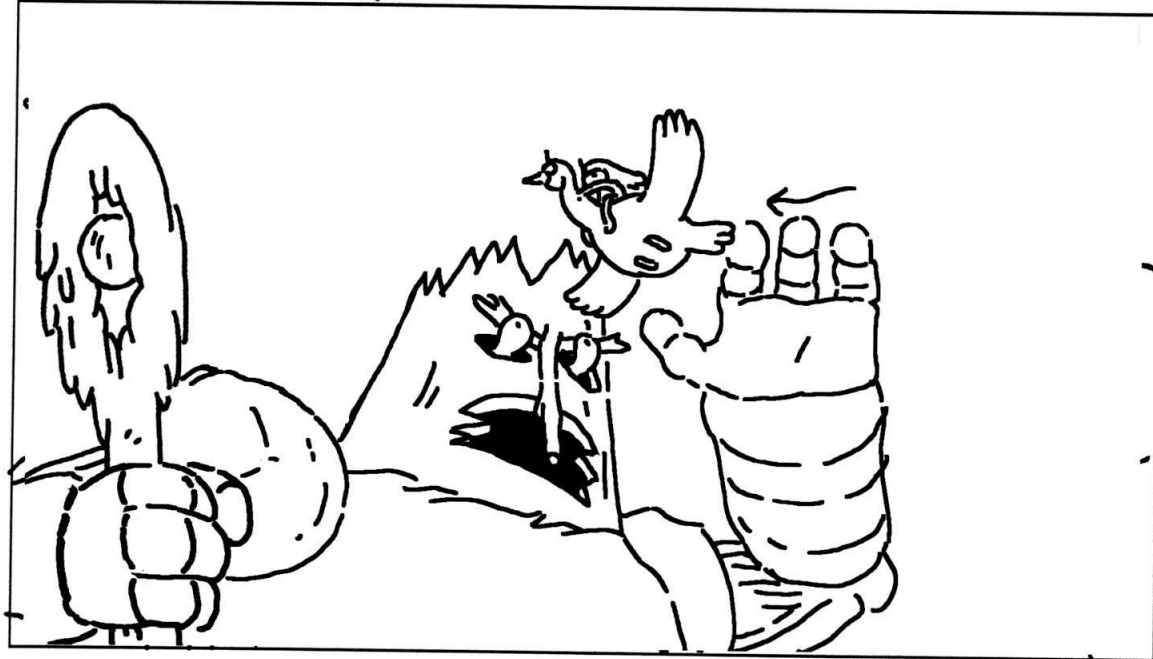
1025/170

ADVENTURE TIME

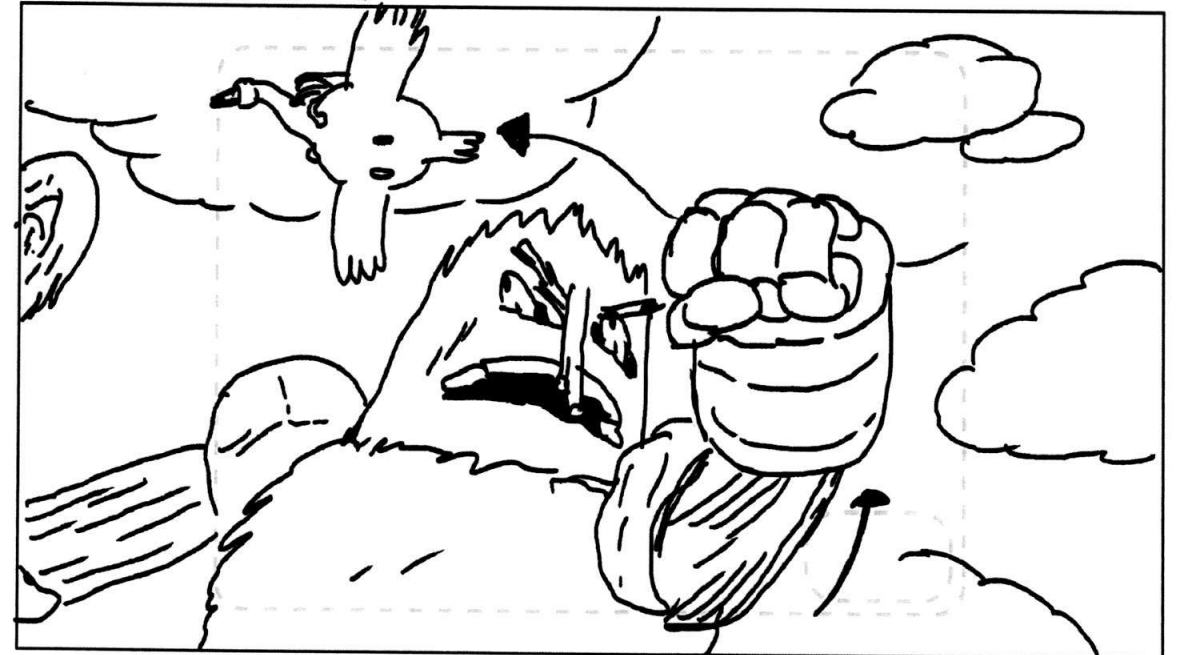


Page 130

Sc. 117 CONT Pnl. F Bg. day night



Sc. 117 CONT Pnl. G Bg. day night



Dialog:

(SFX) ZAP!

DARREN : GRR!

Action:

-SWAN FIRES LASER AT DARREN'S FACE

-SWAN DODGES FIST.

JAN 3 1 2014

Timing:

1025/170

EPISODE # 1025-170

Production :

ADVENTURE TIME

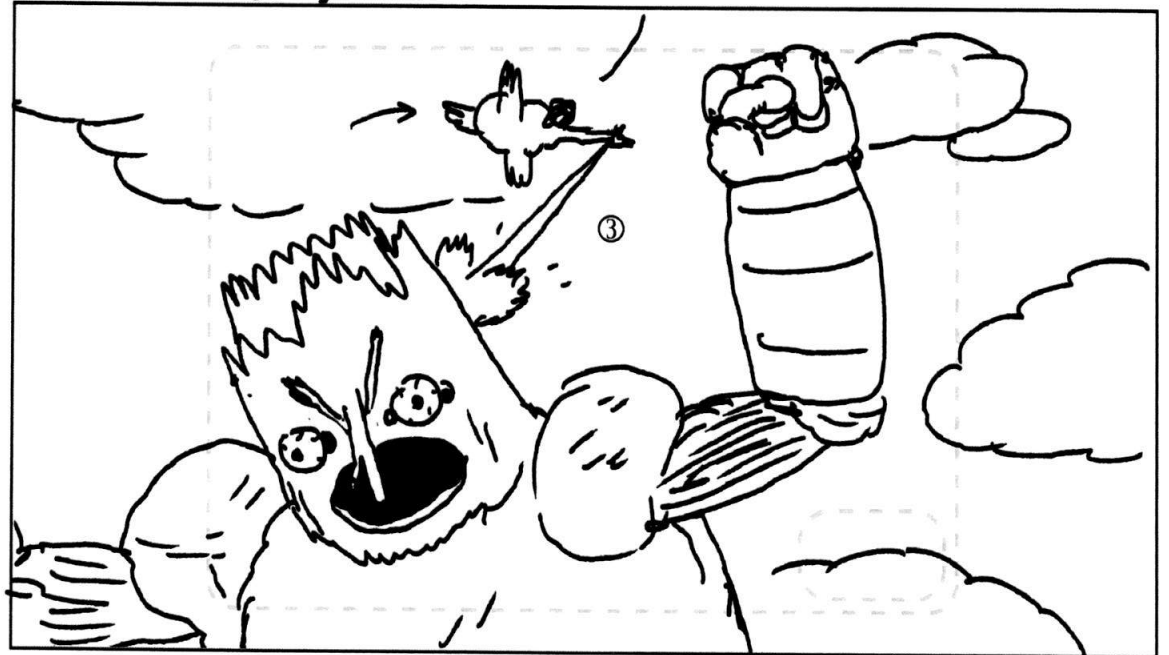


Page **131**

Sc. **117 CONT** Pnl. **H** Bg. day night



Sc. **117 CONT** Pnl. **I** Bg. day night



Dialog:

Action:

Timing:



(SFX) / ZAP!
(DARREN) / (ROARS)

JAN 31 2014



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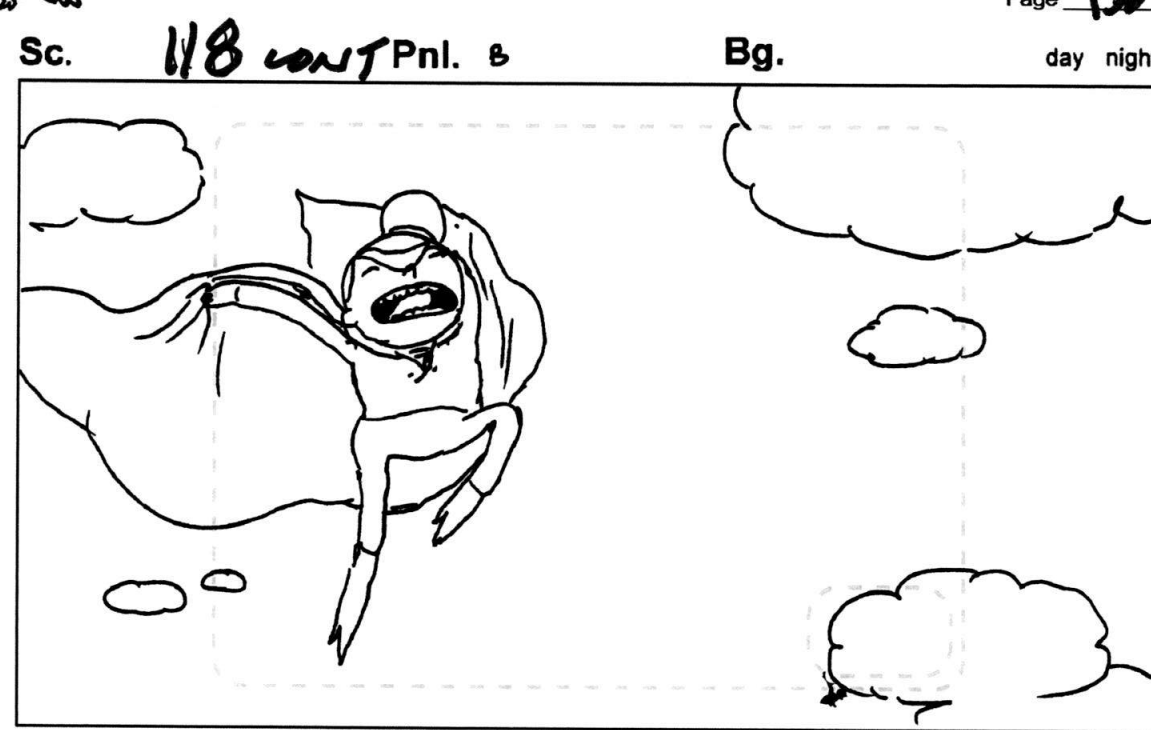
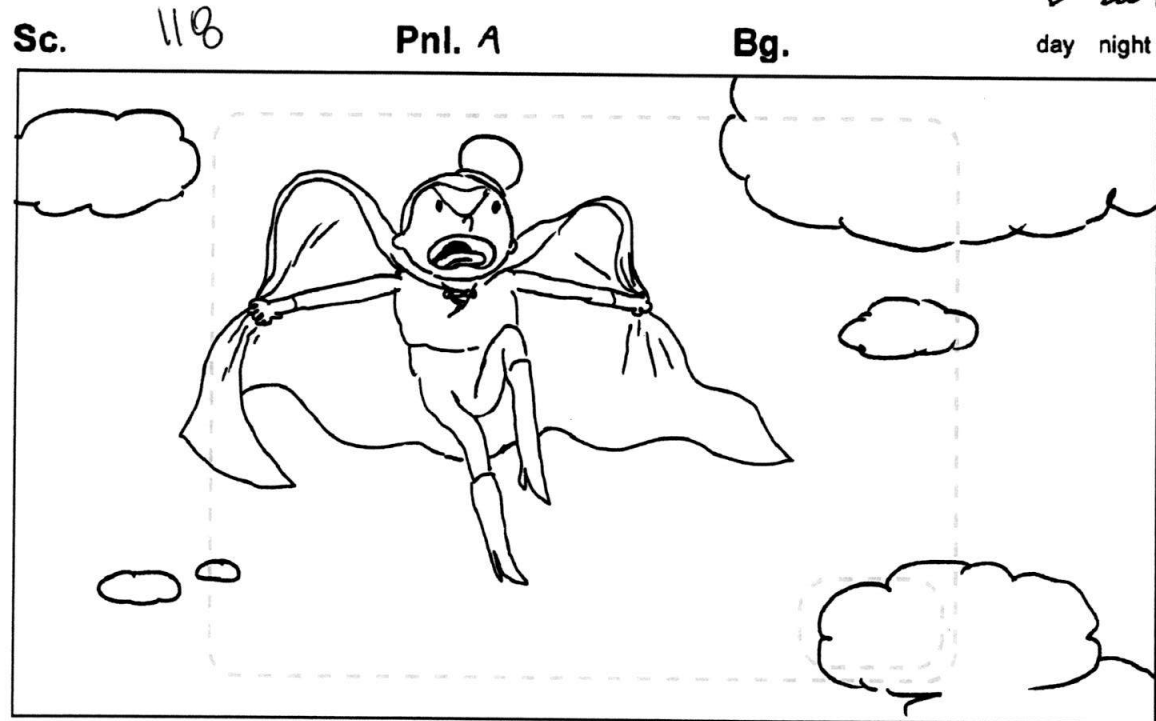
1025/170

Cent

ADVENTURE TIME



Page 132



Dialog:

MAJA / EAT IT TRANCH!

MAJA : (INHALES)

Action:

JAN 31 2014

Timing:

EPISODE # 1025-170

Production :

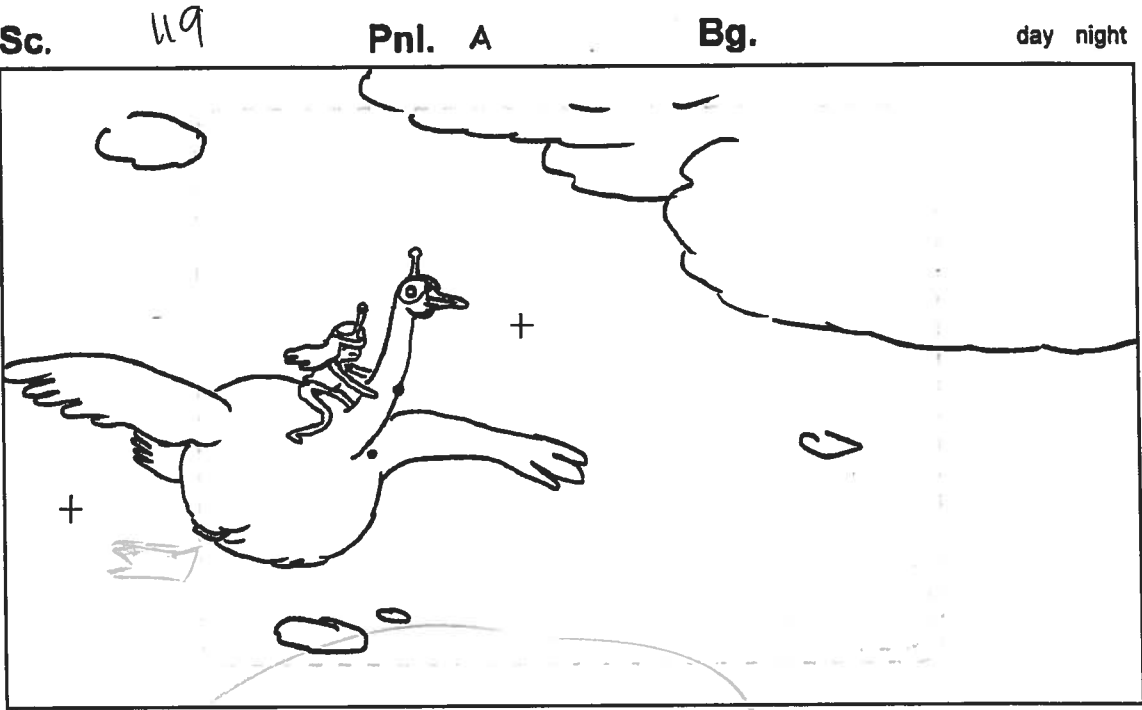
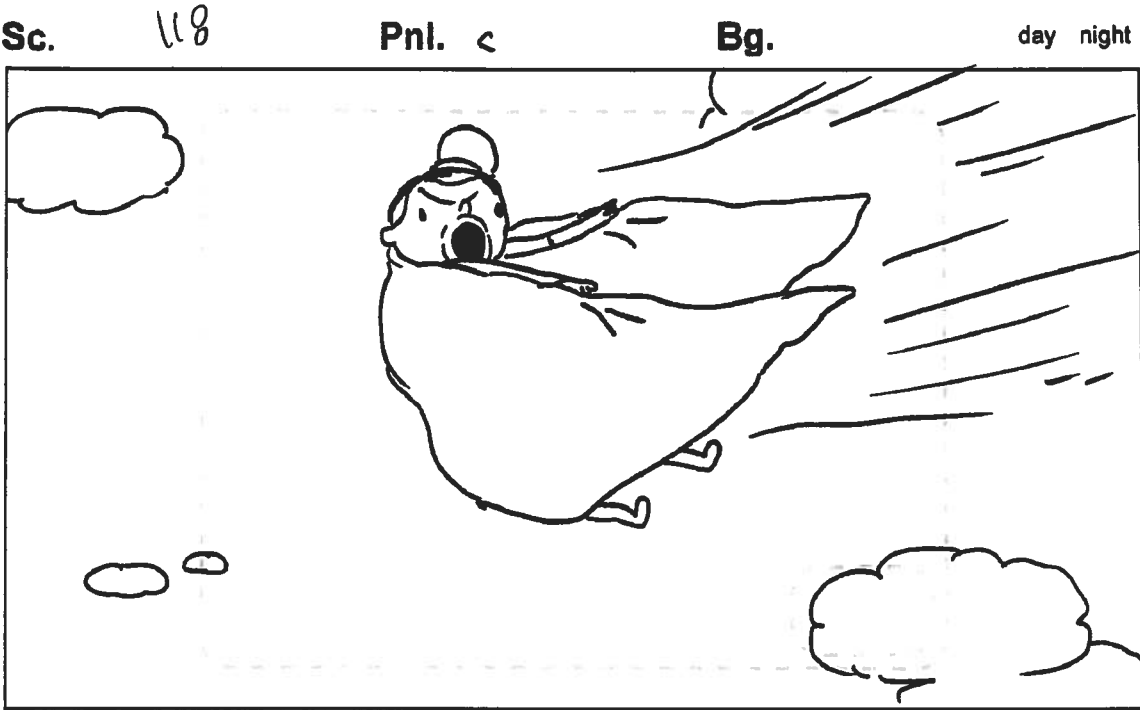
1025/170

ADVENTURE TIME



REVISED
02/13/14

Page 133



Dialog:	
(MAJA) WOOSH!	
Action:	
BLOWS WIND.	STARTING POS.
Timing:	

Fly 3/4 Fwd to Cam

ADVENTURE TIME

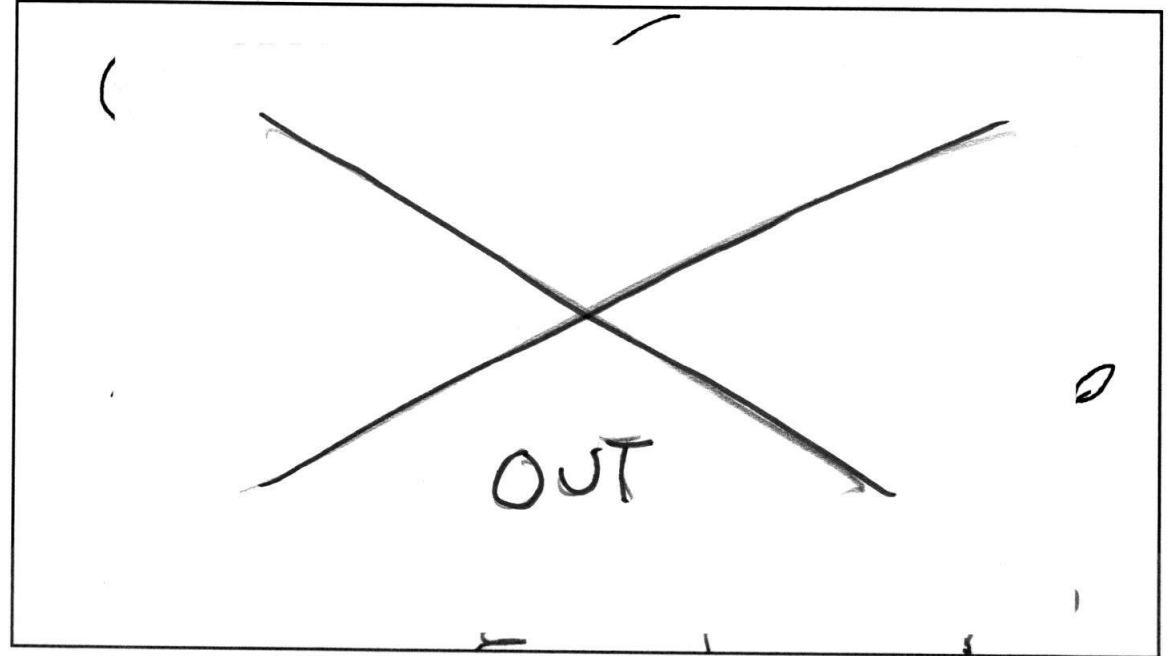


Page 134

Sc. 119 CONT Pnl. B Bg. day night



Sc. Pnl. Bg. day night



Dialog:

(SWAN) SKWANK!
(PB) AAAAHH!

PB / ahh !!

Action:

- BLAST OF WIND HITS SWAN

SPIRALS OFF/S,

JAN 3 1 2014

Timing:



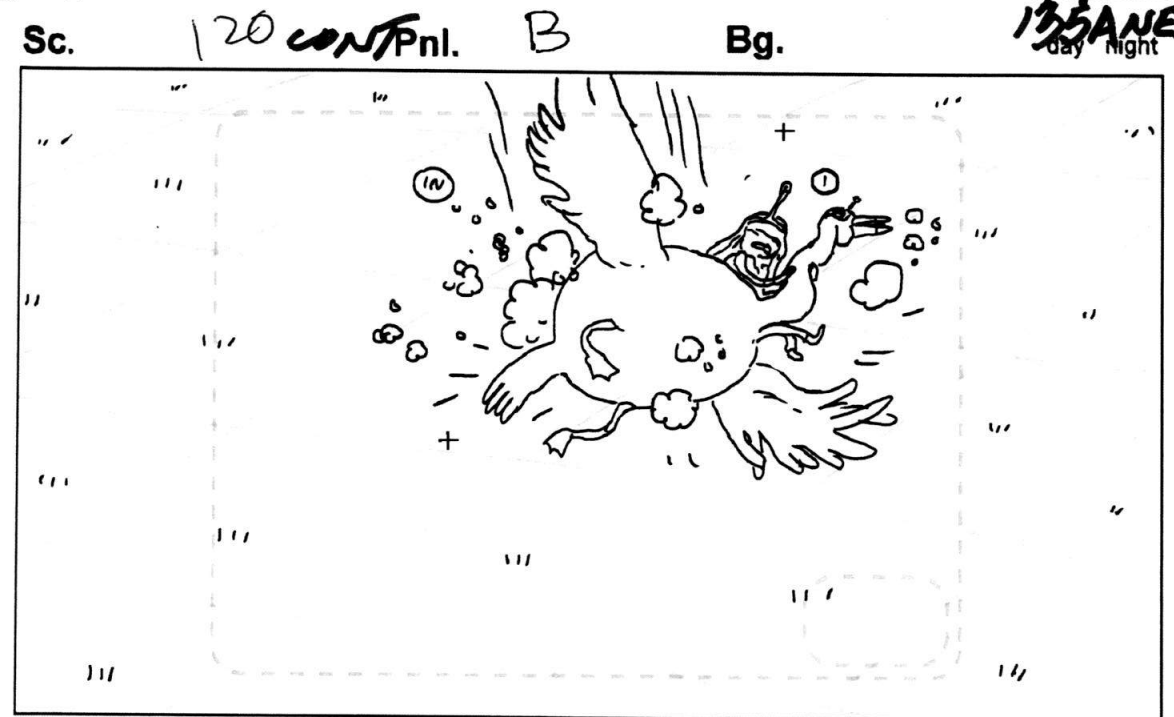
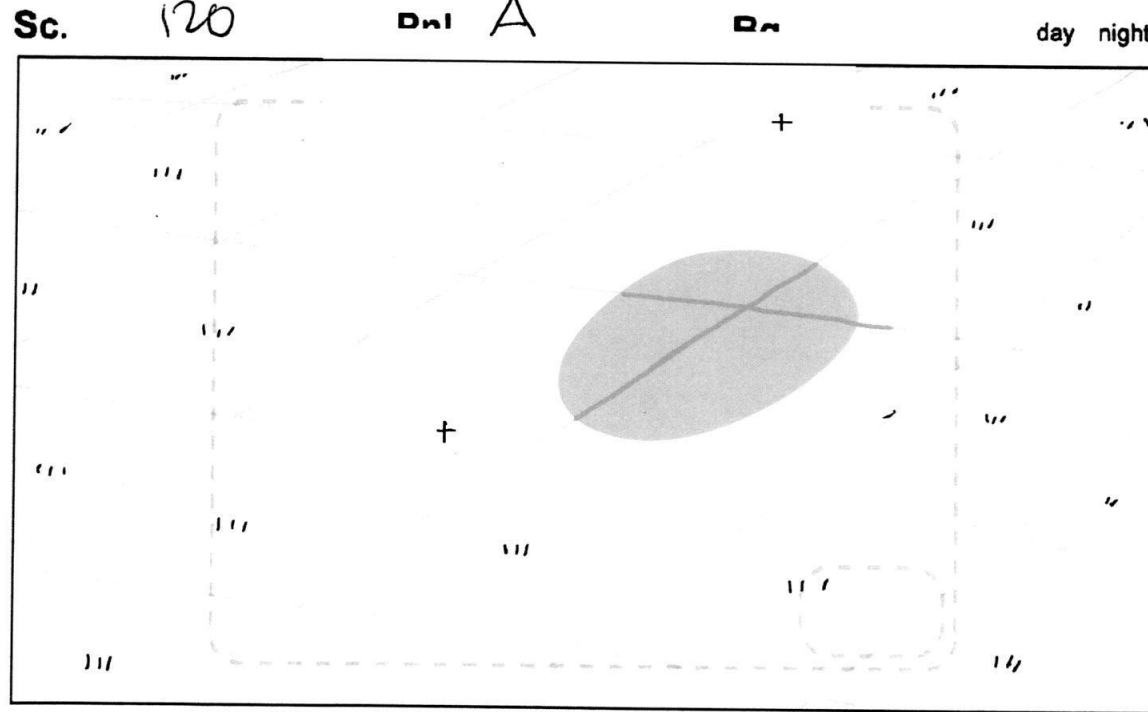
EPISODE # 1025-170

Production :

1025/170

Cut

ADVENTURE TIME



Page 135
135A NEXT
day night

Dialog:		
Action:	<p>(PB) / OOFF!!! [GHASP]</p> <p>(B)</p> <p>CRASH</p>	
Timing:		<p>JAN 31 2014</p>

EPISODE # 1025-170

Production :

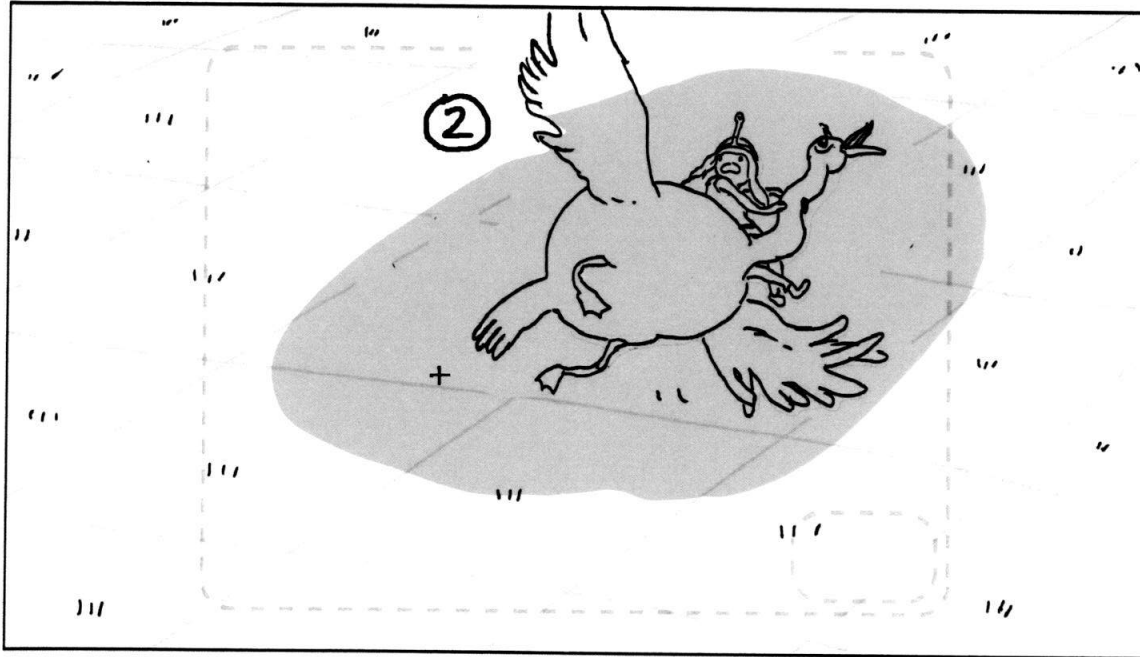
1025/170

1025/170

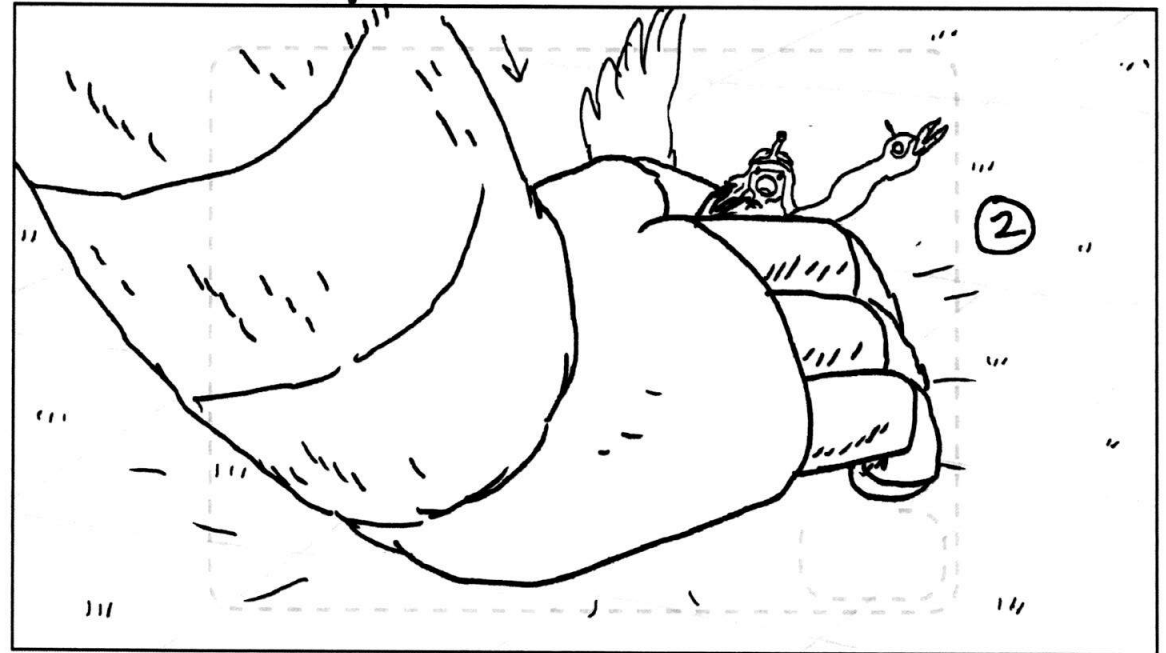
ADVENTURE TIME



Sc. 120 *CONT* Pnl. C Bg. day night



Sc. 120 *CONT* Pnl. D Bg. day night

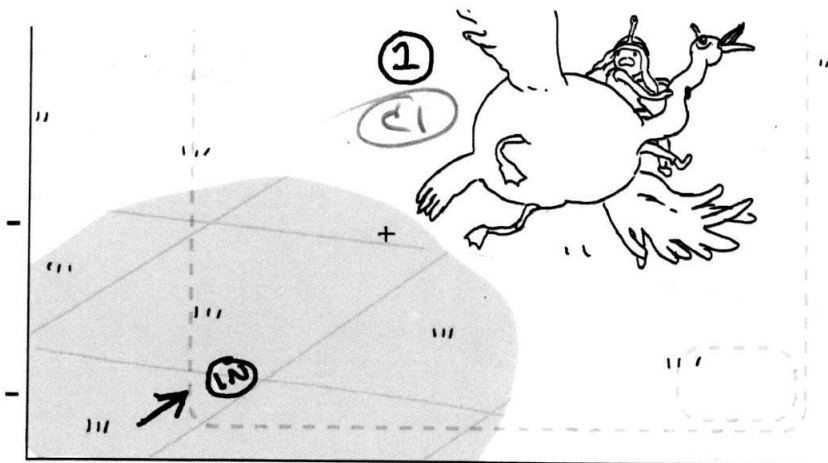


Page 135 A
136 NEXT
day night

Dialog:

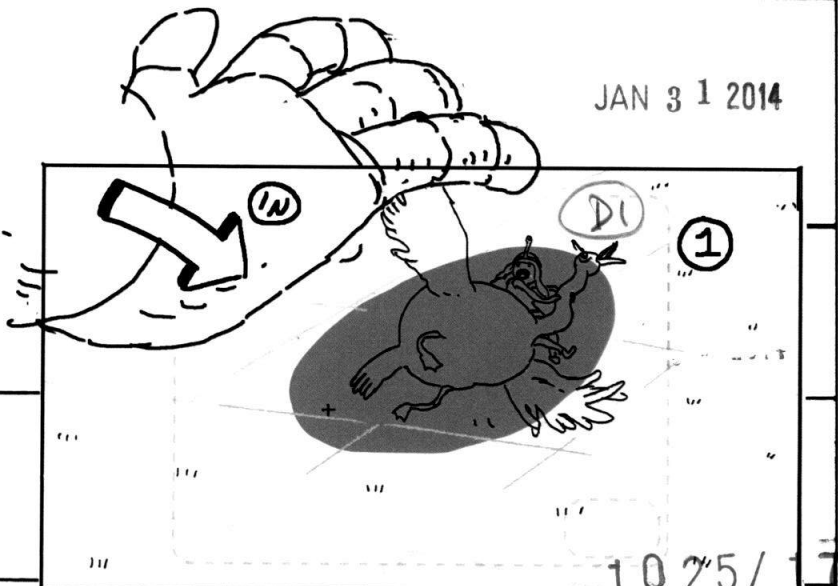
Action:

Timing:



(PB) AHH!!

- DARREN PINS P.B.



EPISODE # 1025-170

Production :

1025/170

ADVENTURE TIME

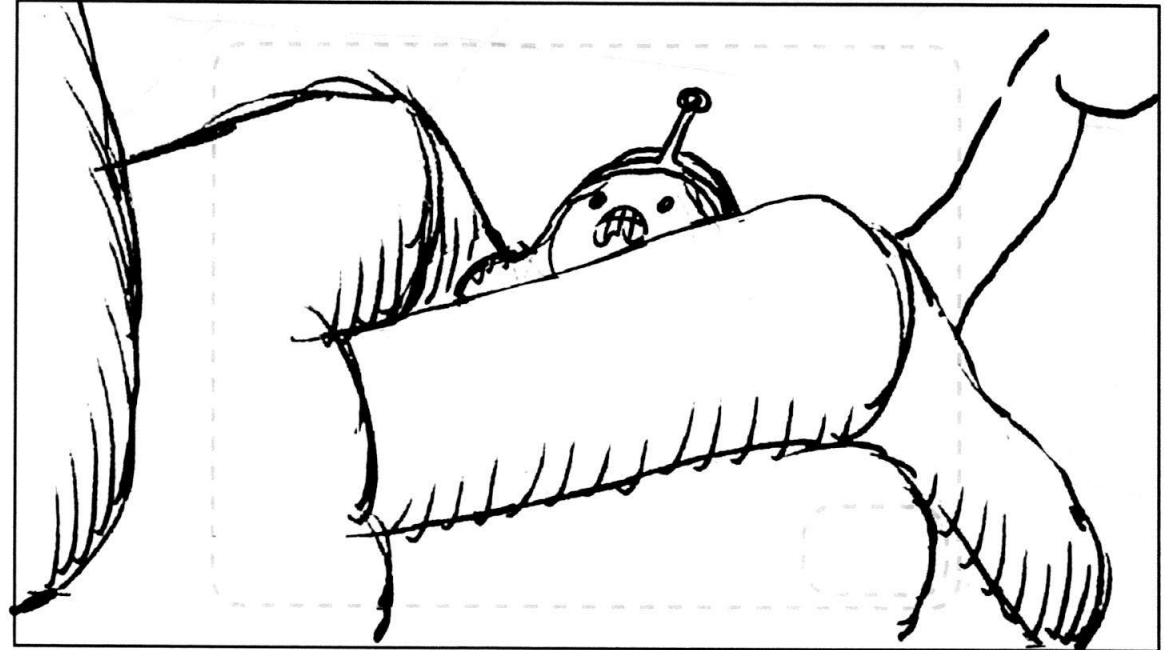


Page **136**

Sc. **121** Pnl. **A** Bg. day night



Sc. **122** Pnl. **A** Bg. day night



Dialog:

DARREN / IT'S OVER, PRINCESS

DARREN /

PREPARE TO BE ANNIHILATED
ACROSS ALL DIMENSIONS!

Action:

MaJa fly on screen

JAN 31 2014

Timing:

Production :

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1025/170

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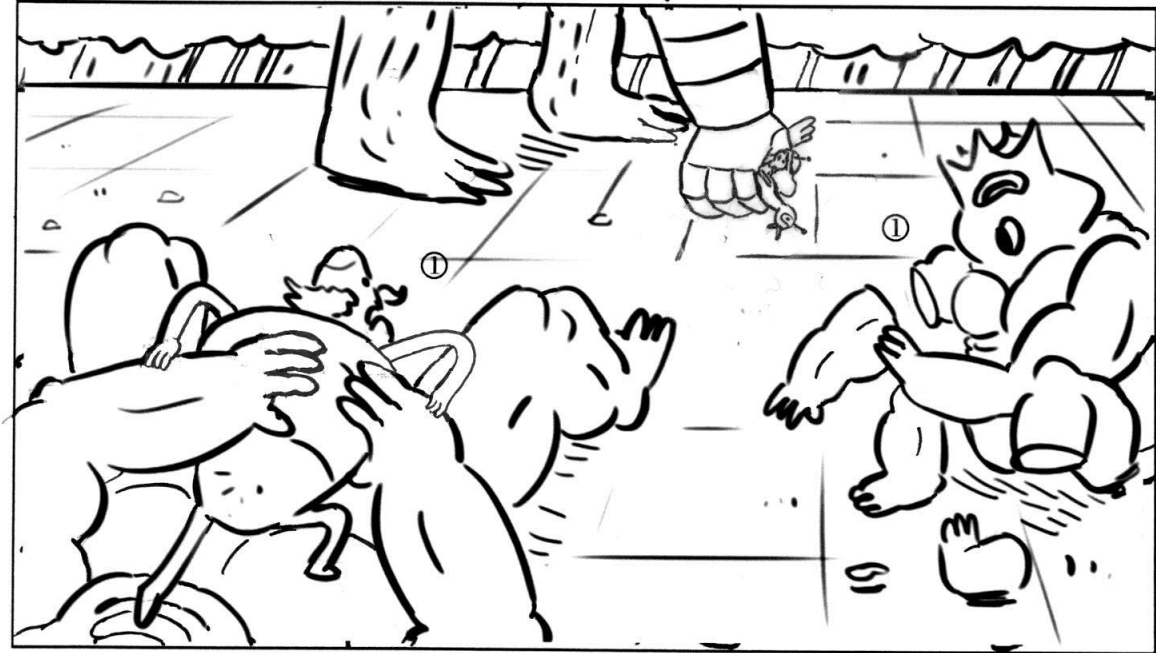
Ho
Cut

ADVENTURE TIME

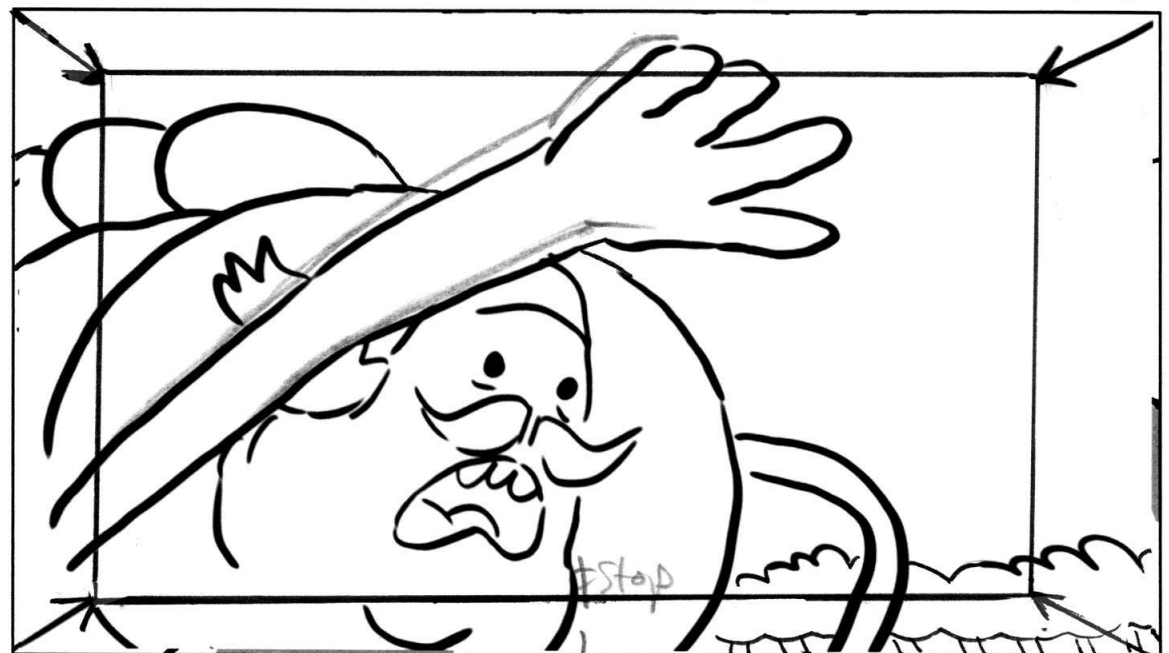


Ho
Cut

Sc. 123 Pnl. A Bg. day night



Sc. 123A Pnl. A Bg. day night



Page 137
137A-EXT
Ho
Cut

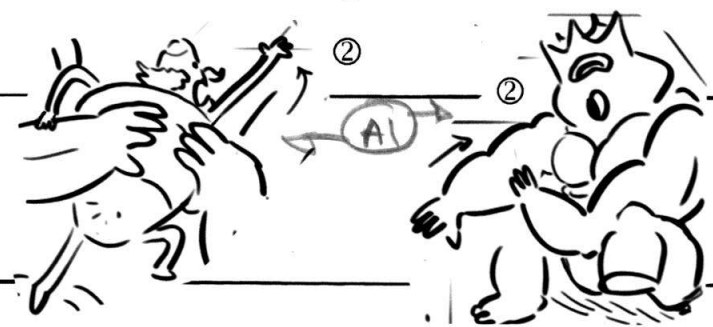
Dialog:

ccc / Princess !!

ccc / no !!

Action: - COLONEL PINNED DOWN BY MUTANT ARM.

Timing:



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EPISODE # 1025-170

Production :

1025/170



ADVENTURE TIME

Sc.

Pnl. A

Bg.

day night

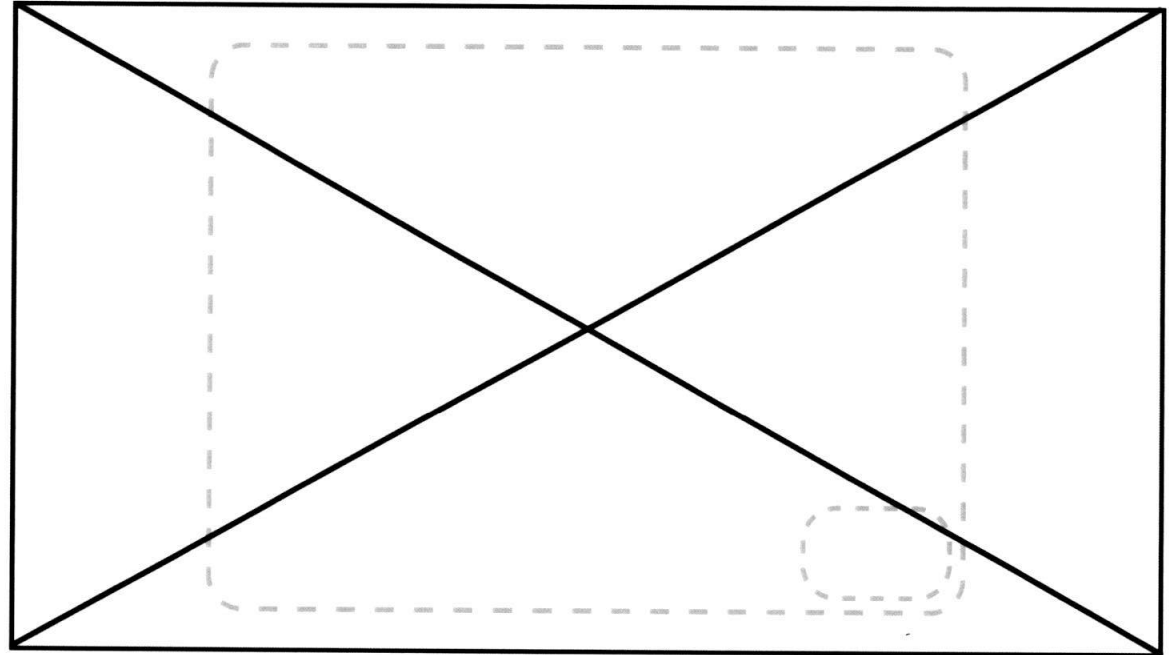
Sc.

Pnl.

Bg.

Page 137A

138 NEXT
day night



Dialog:

SFX/ ZZZOOMM!!!

Maja/ Wait Darren! Dial it back! I need her residual feelings.

Action:

DARREN'S MOUTH OPENING + GLOWING

Timing:



JAN 31 2014

Production:

EPISODE # 1025-170

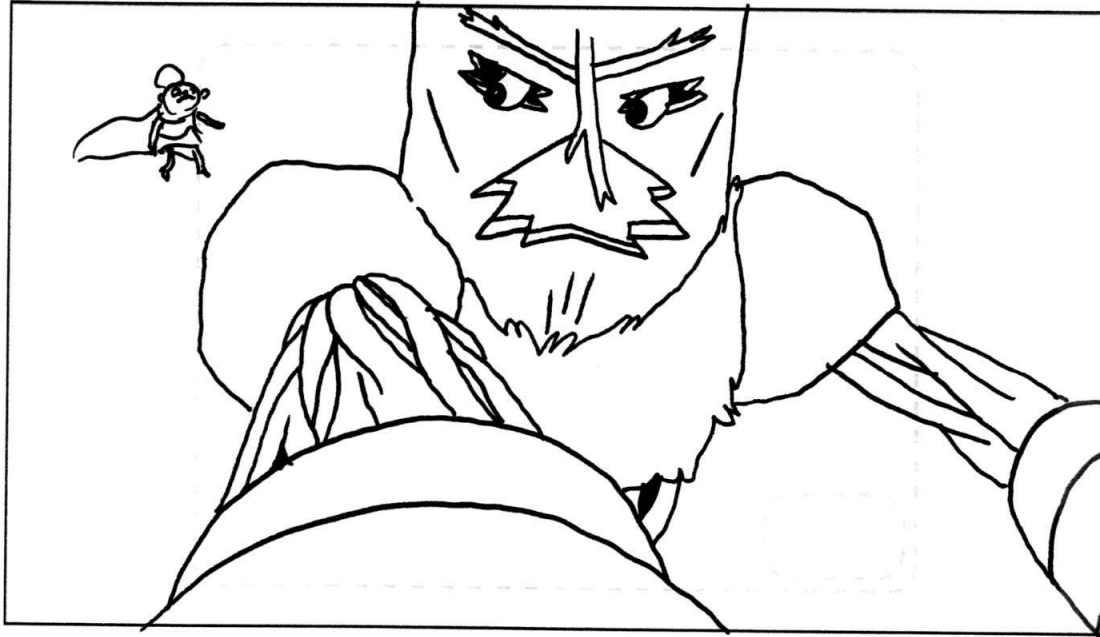
1025/170

ADVENTURE TIME

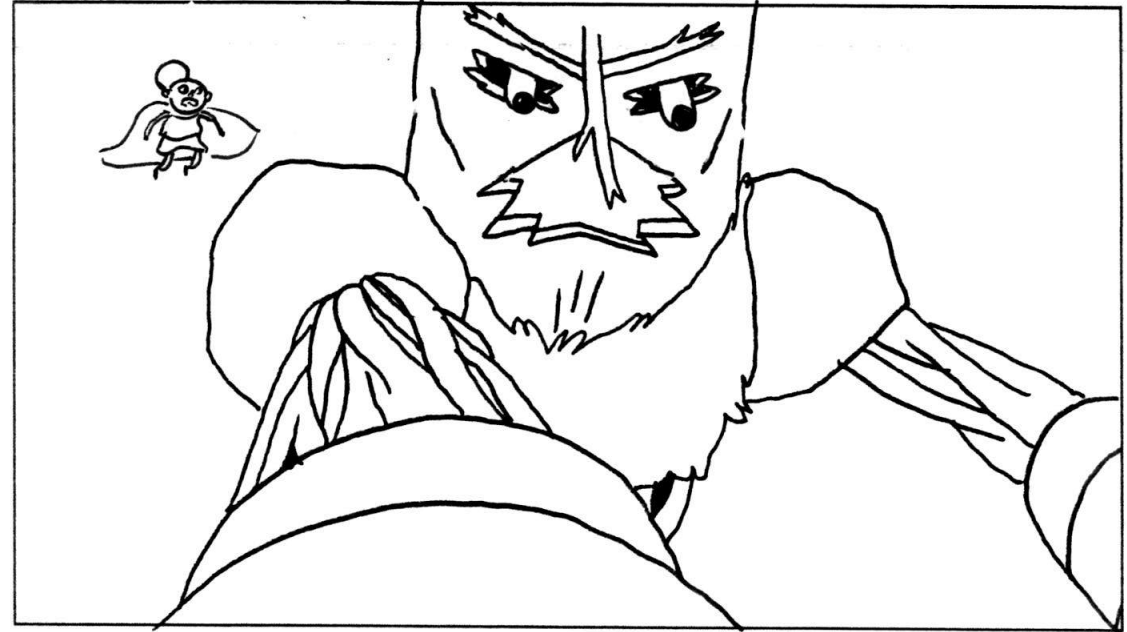


Page **138**

Sc. **124 cont** Pnl. **B** Bg. day night



Sc. **124 cont** Pnl. **C** Bg. day night



Dialog: Darren/ WHAT THE FLIP IS "FEELINGS"?!

Darien/ Darren ONLY UNDERSTANDS LIFE AND --

Action: - DARREN POWERS DOWN

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Timing:

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1025/170

Production :

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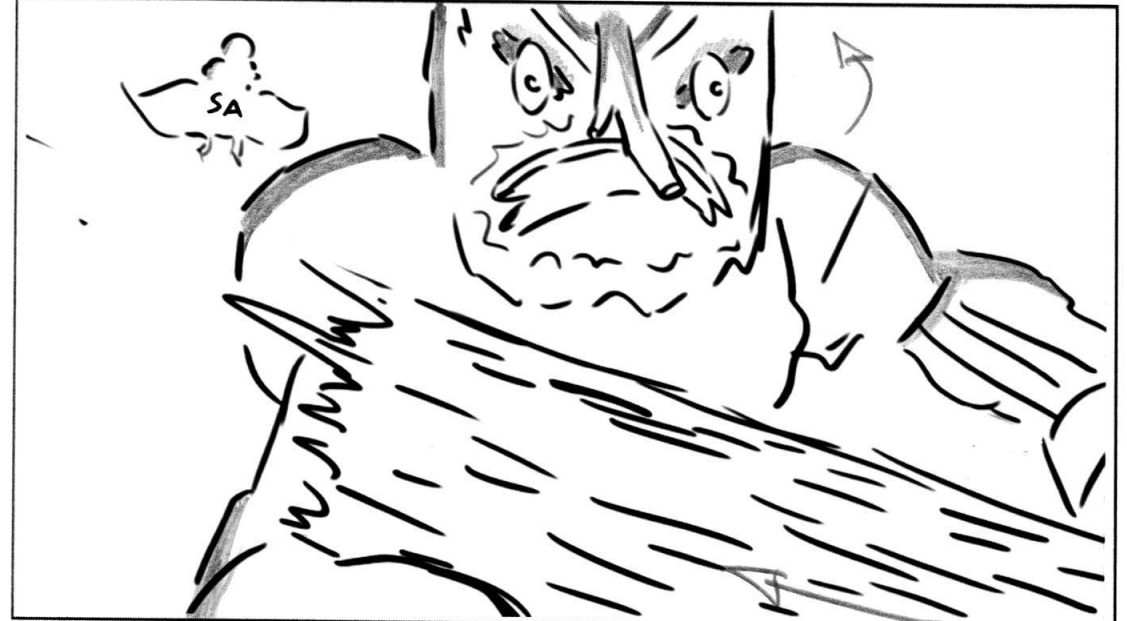


Page 139

Sc. 124 *cont* Pnl. *D* day night



Sc. 124 *cont* Pnl. *E* Bg. day night



Dialog:	<i>Darren / -DEATH !!</i>
Action:	<i>- DARREN CHARGES UP.</i>
Timing:	JAN 31 2014

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Production :

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ADVENTURE TIME

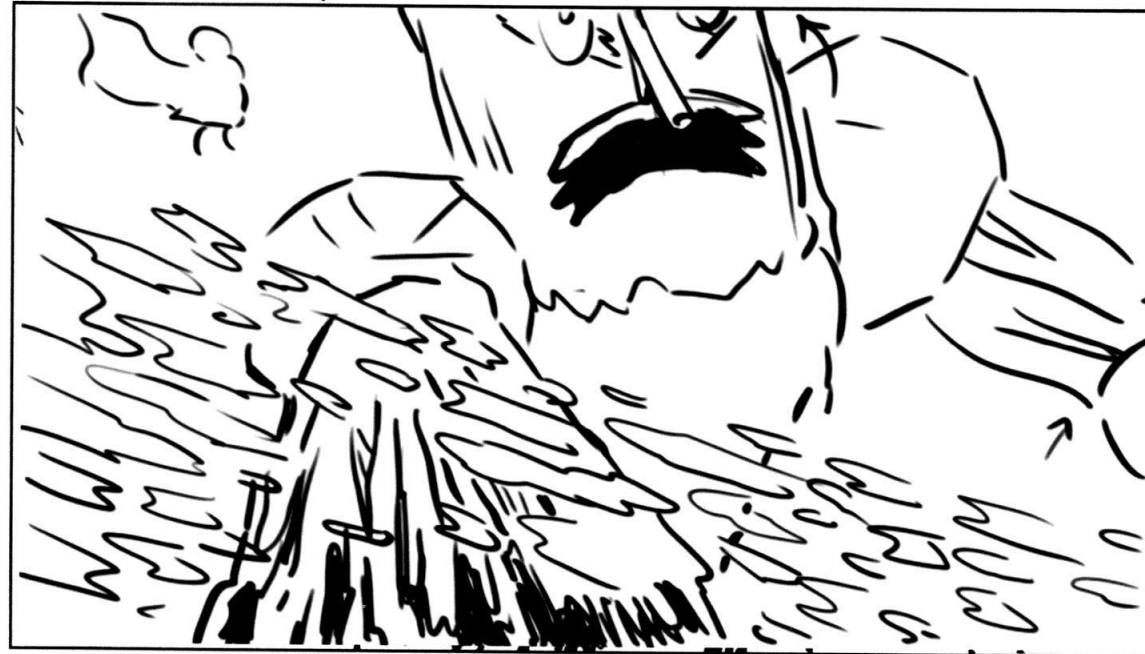


Page 140
140A NEXT
 day night

Sc. 124 CONT Pnl. F Bg. day night



Sc. 124 CONT Pnl. G Bg. day night



Dialog:	
(SPX) BLAM!!!	
Action:	
_ DARREN'S ARM BLOWN OFF	
Timing:	
JAN 3 1 2014	

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Production :

1025/170

1025/170

ADVENTURE TIME



Sc. 124 *CONT*

Pnl. H

Bg.

day night

Sc. 124 *CONT* Pnl. I

Bg.

Page 140A
14 NEXT
day night

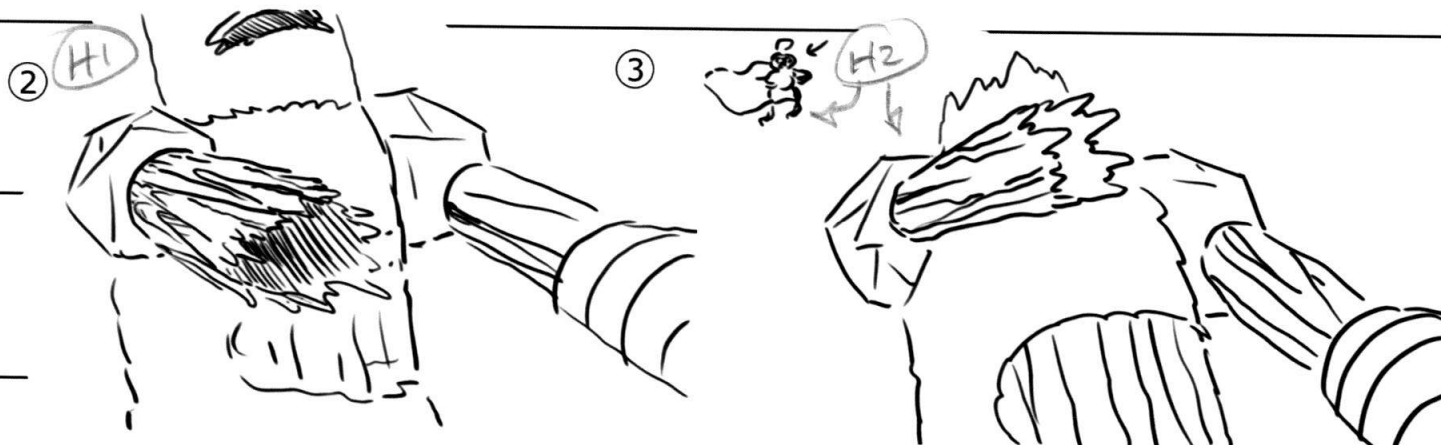
*Hu
dst*



Dialog:

DARREN / BWAAA!!
(SLOW-MO)

Action:



Timing:

JAN 31 2014



- DARREN FALLS BACK
IN SLO-MO.

Production:

EPISODE # 1025-170

1025/170

1025/170

1025/170

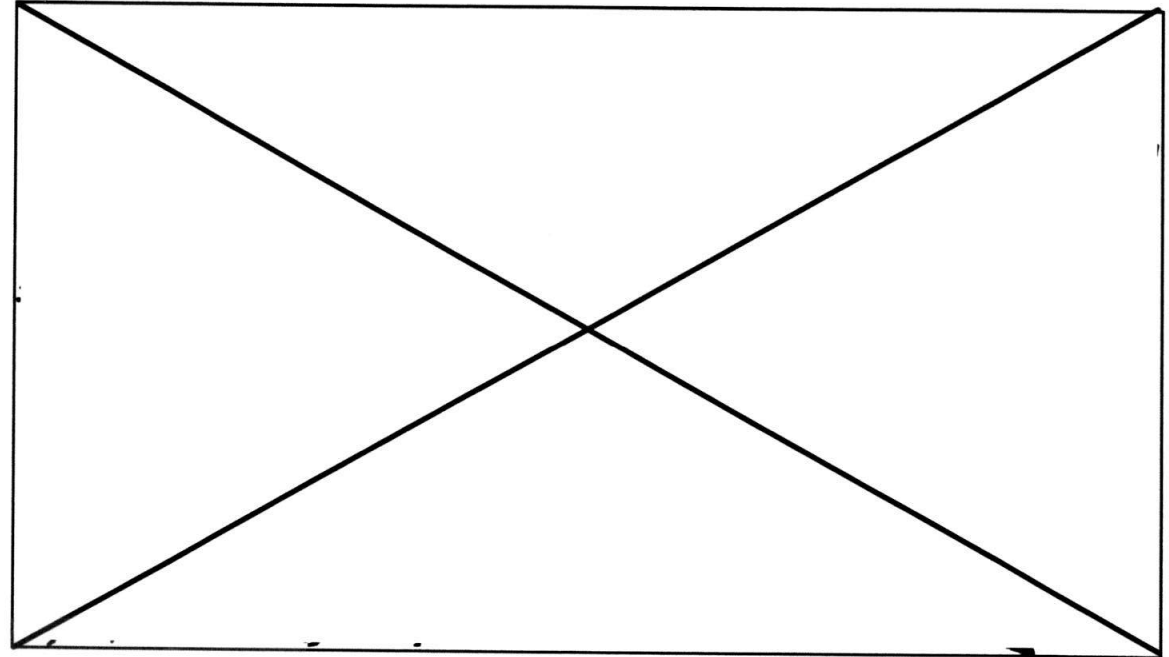
ADVENTURE TIME



Sc. 128 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:	(MAJA) / WHAT THE SLIZZ !?
Action:	
Timing:	



JAN 3 1 2014

Production :

EPISODE #

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1025/170

1025/170

Hu
Cut

ADVENTURE TIME



Page 141A

Sc. 125 *cont*

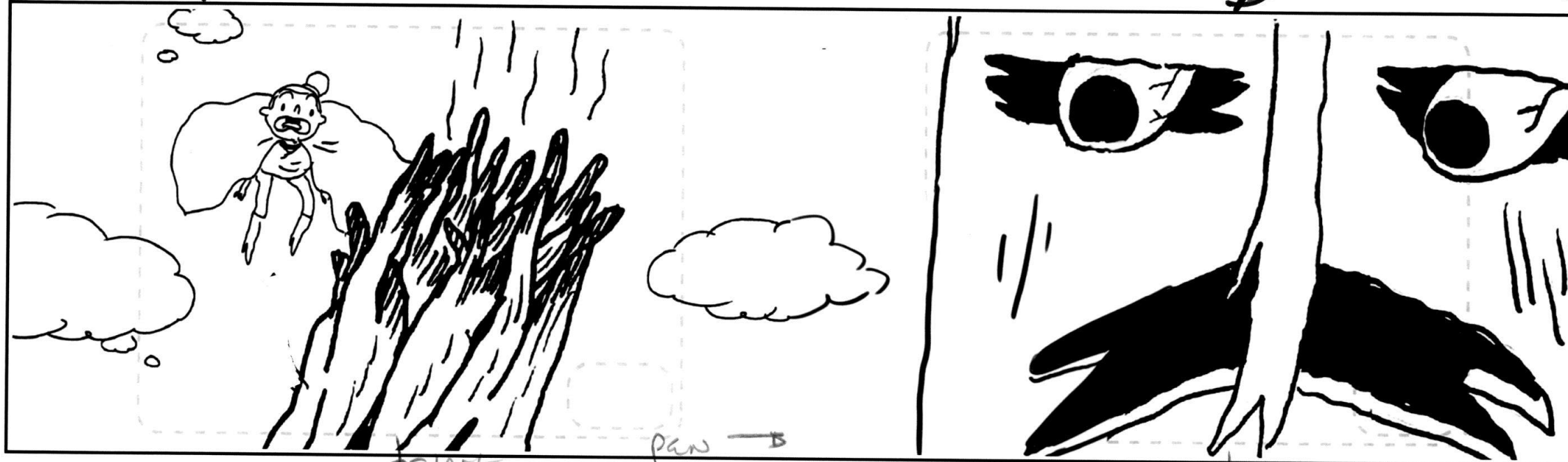
S/A A

Bg.

day night

B

141B NEXT



\$START

pan ->

\$STOP

Dialog:
Action:
Timing:

JAN 31 2014

EPISODE # 1025-170
1025/170

Production:

1025/170

1025/170

ADVENTURE TIME

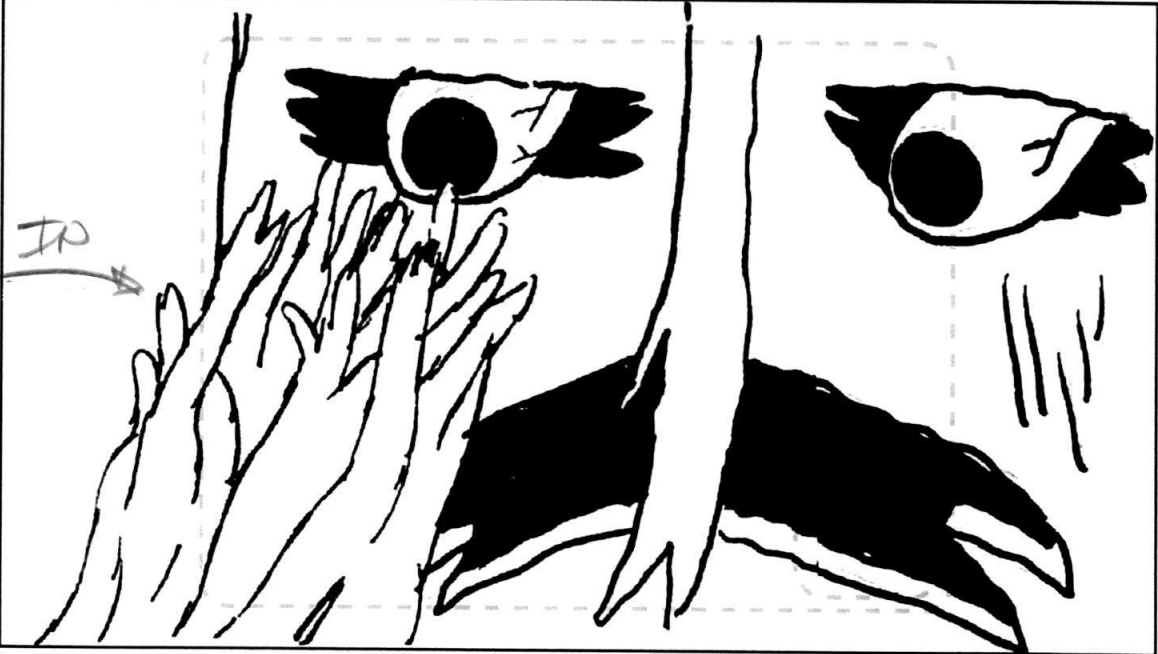


NO SC
126

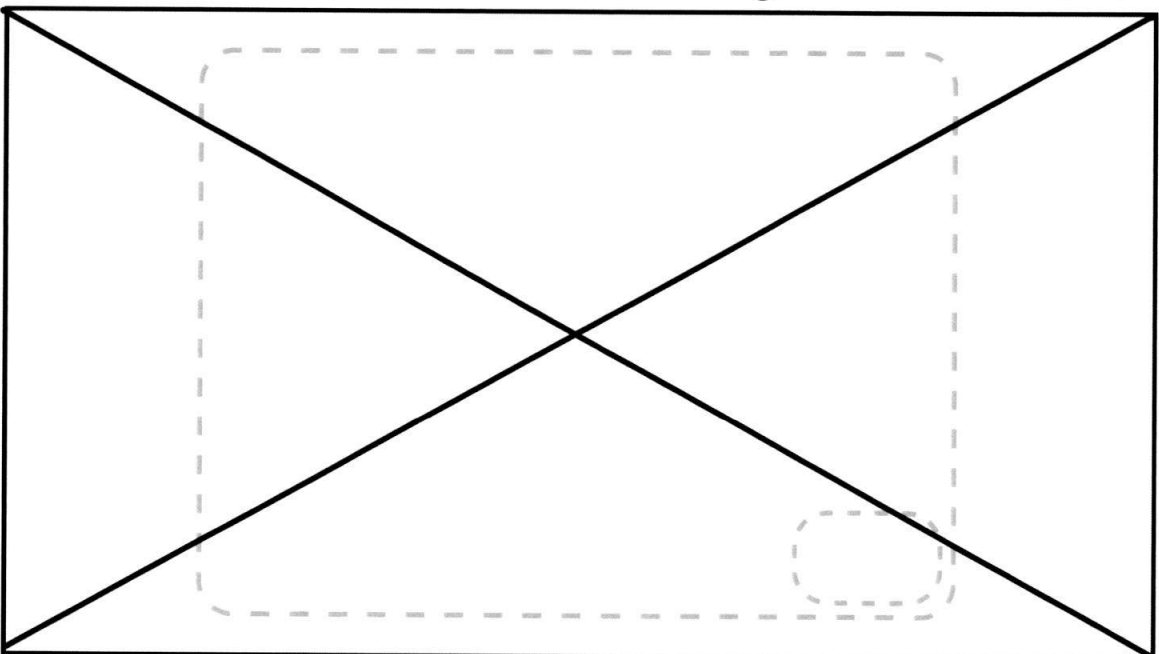
Page 141B

142 next
day night

Sc. 125 *cont* Pnl. C Bg. day night



Sc. *Cut* Pnl. Bg. day night



Dialog:
(DARREN) AAAA!!

Action:
*- DARREN MOVES STUMP ,
- CAMERA ADJUSTS .*

Timing:

JAN 31 2014

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1025/170

Production:

1025/170

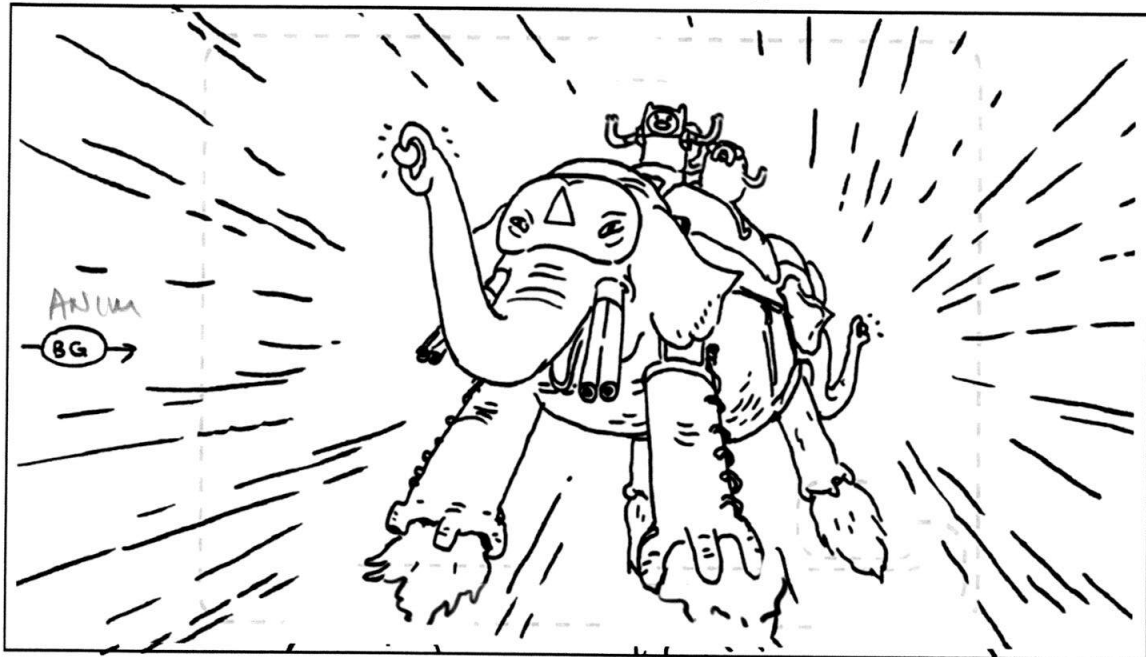
1025/170
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Cut

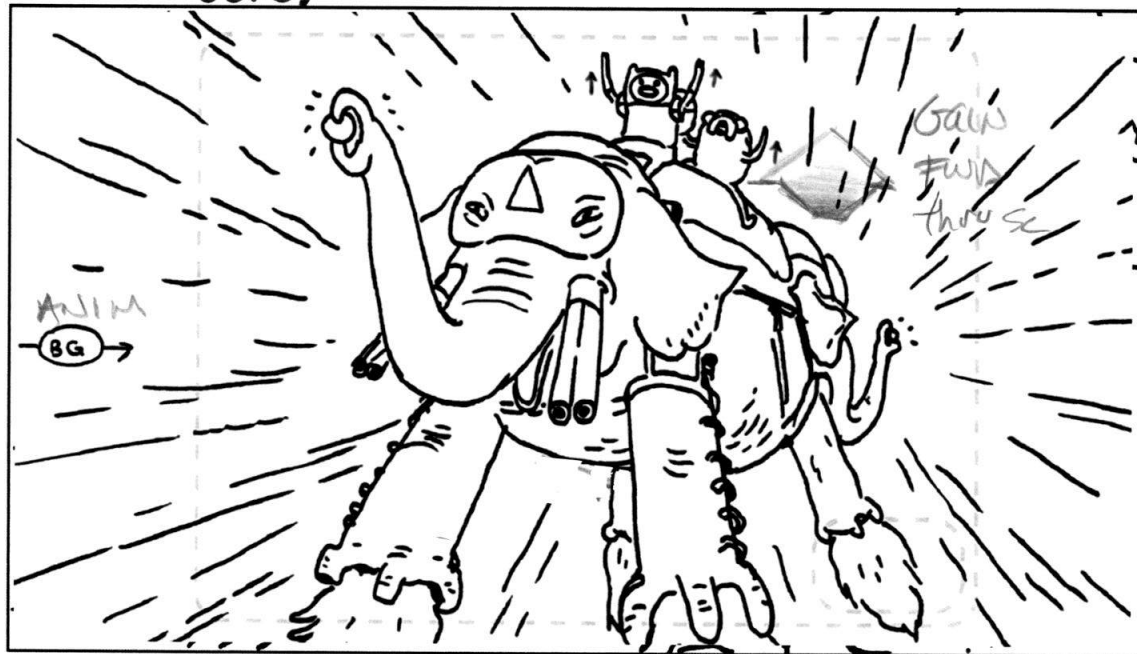
ADVENTURE TIME



Sc. 127 Pnl. A Bg. day night



Sc. 127 CONT Pnl. B Bg. day night



Page 142
142 AWAY

Cut

Dialog:	APTWE GAINS FWD thru sc	
	(F+J) / YEAH BOI!!!!	
Action:	- F+J RIDE ANCIENT PSYCHIC TANDEM WAR ELEPHANT	
Timing:	A -	

JAN 31 2014

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1025/170

Production :

1025/170

1025/170

HW
Cut

ADVENTURE TIME

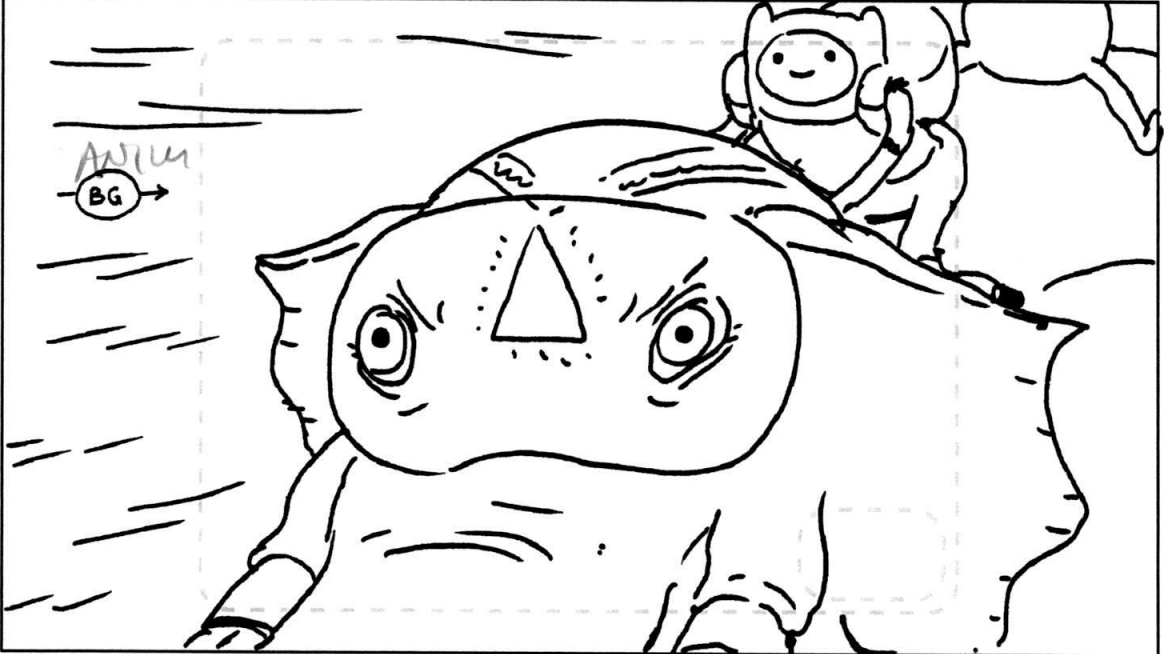


Sc. 128

Pnl. A

Bg.

day night



Sc.

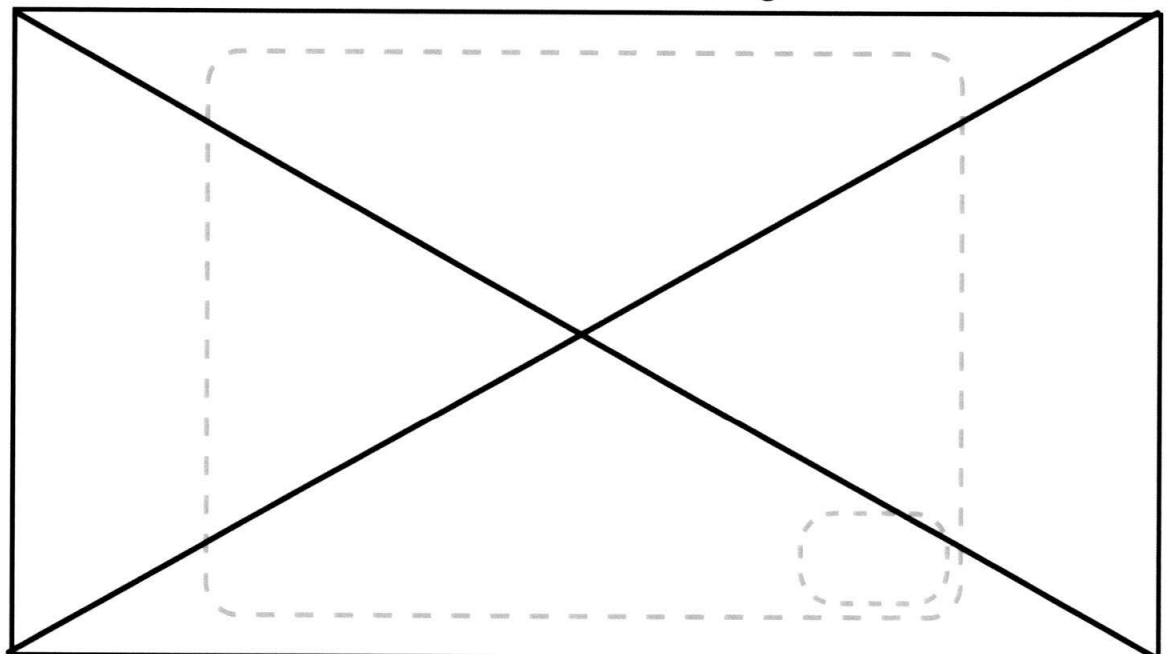
Cut

Pnl.

Bg.

Page 142A

143 NEXT
day night



Dialo	(A P T W) / HI DARREN!	
Action:	TRIANGLE FLASHES ALONG WITH DIALOGUE.	
Timing:	JAN 31 2014	

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1025/170

Production:

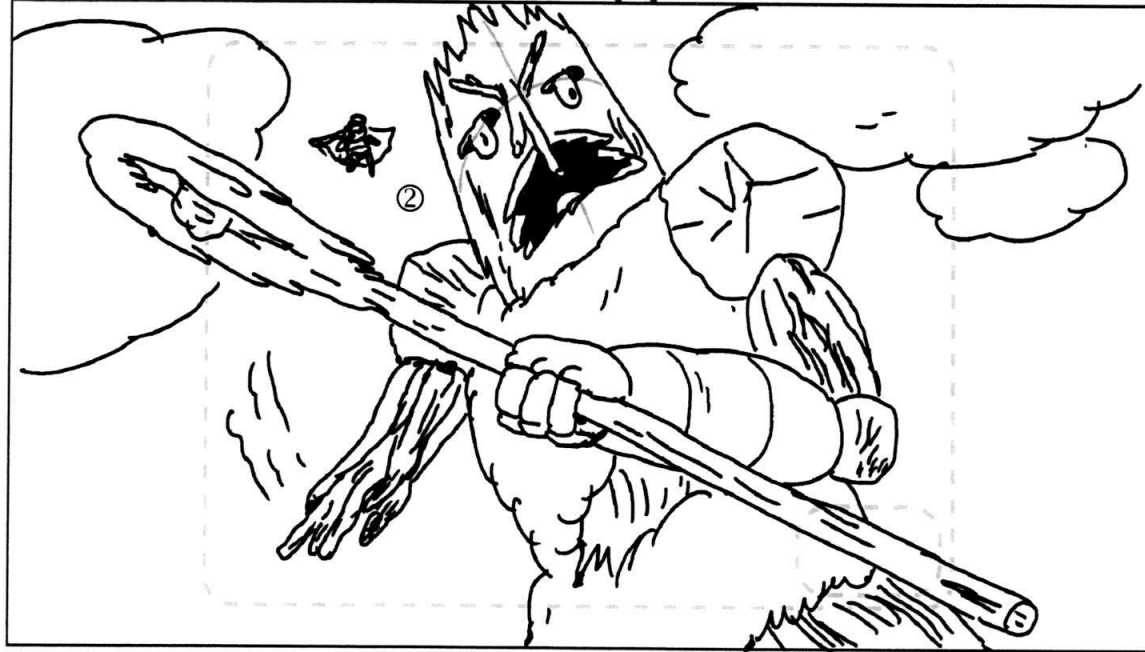
1025/170

ADVENTURE TIME

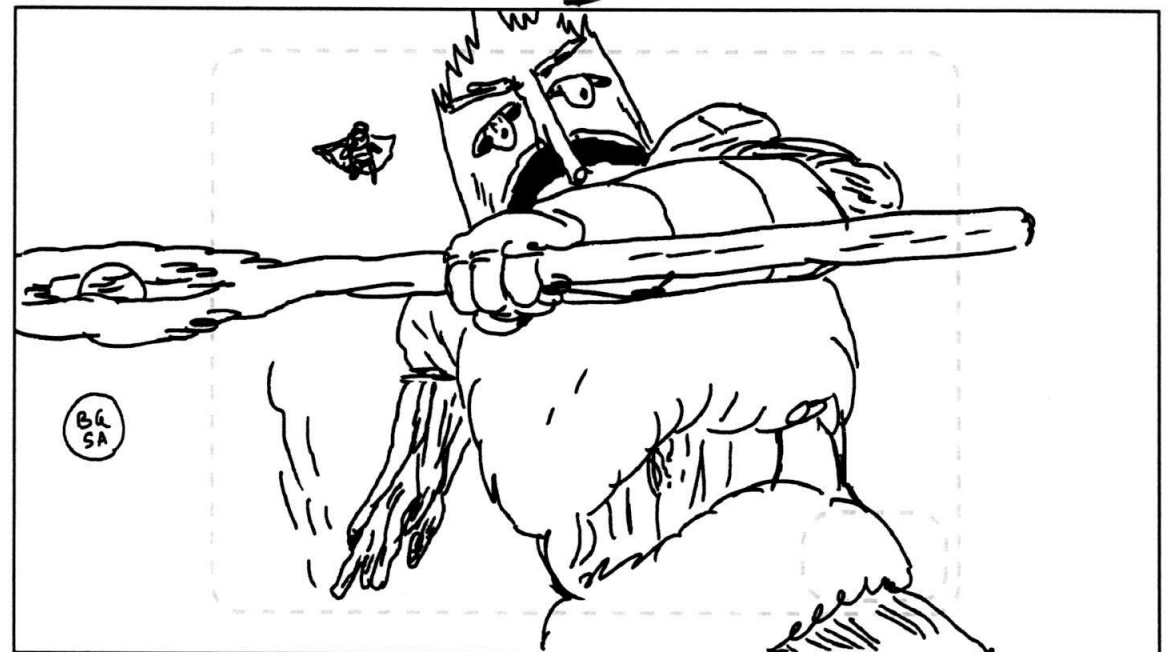


Page 143

Sc. 129 Pnl. A Bg. day night



Sc. 129 cont Pnl. B Bg. day night



Dialog:

MAJA / THE ANCIENT PSYCHIC
TANDEM WAR ELEPHANT!

DARREN /

ELI,
WERE YOU ASLEEP
FOREVER TOO ?!?

Action:

Timing:



JAN 31 2014

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1025/170

Production :

1025/170

ADVENTURE TIME



Sc. 130 Pnl. A Bg. day night



Sc. 130 CONT Pnl. B Bg. day night



Dialog:

DARREN/ ALL THIS STUFF IS DIFFERENT NOW.

Darren/ What are we even doing here?.

Action:

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Timing:

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Production :

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Cat

ADVENTURE TIME



Sc.

131

Pnl.

A

Bg.

day night

131

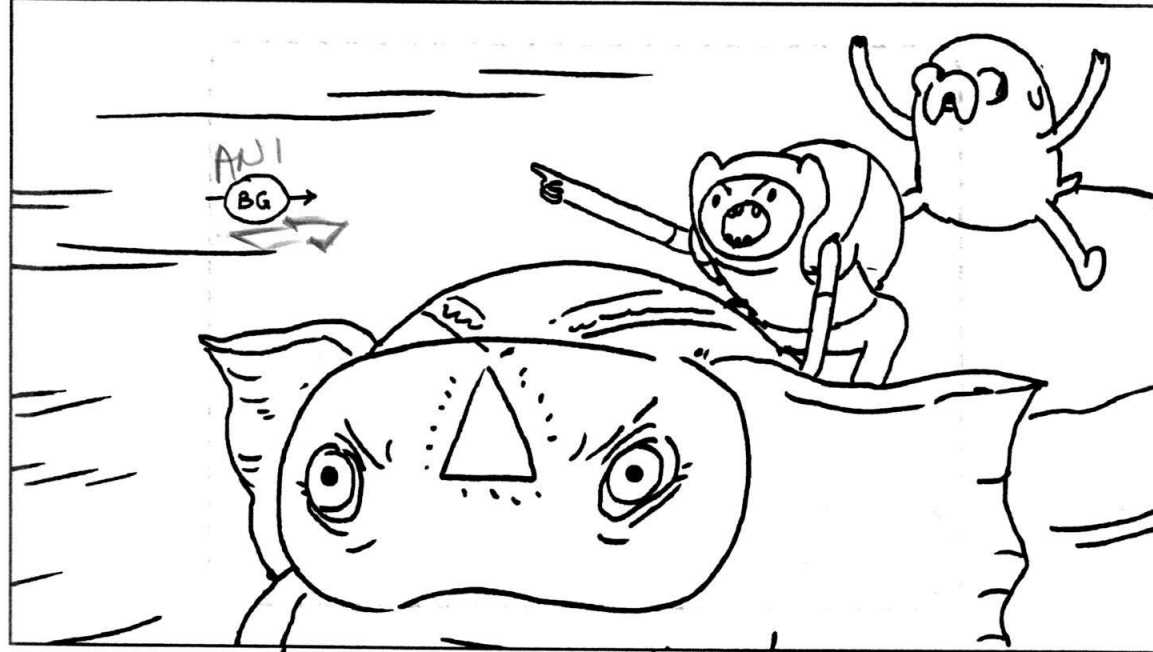
CONT

B

Page

145

Hu
Cat



Dialog:

APTWE/ Yes it's been a difficult
adjustment.

Finn/ BLAZE HIS FACE, ELI !!

Action:

Timing:

JAN 31 2014

EPISODE #

Production :

1025-170

1025/170

1025/170

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1025/170

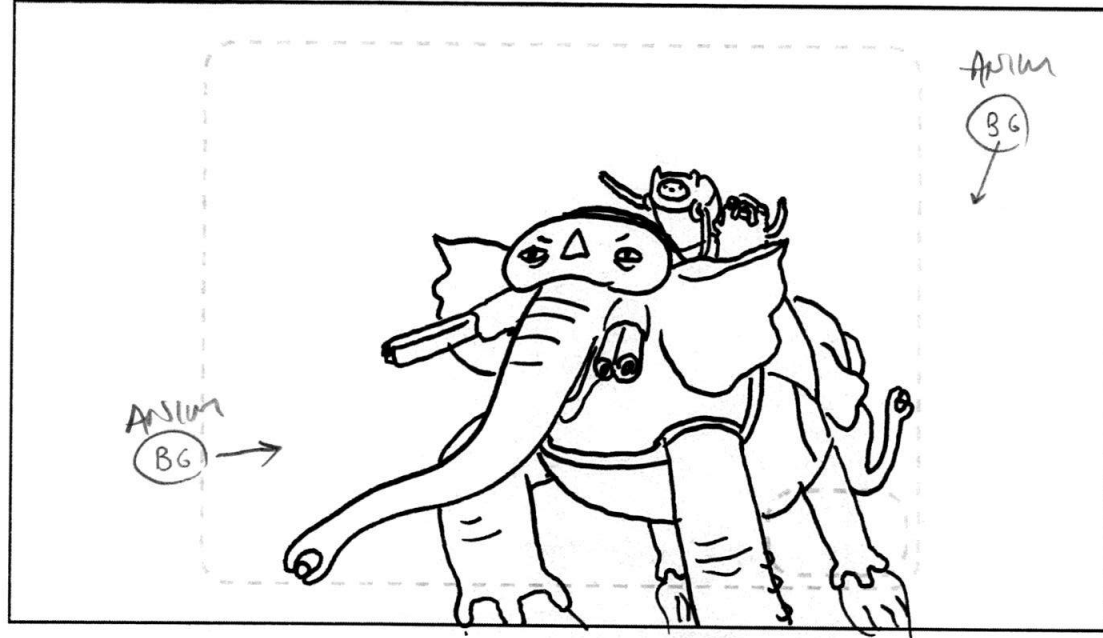
Ho
Cut

ADVENTURE TIME

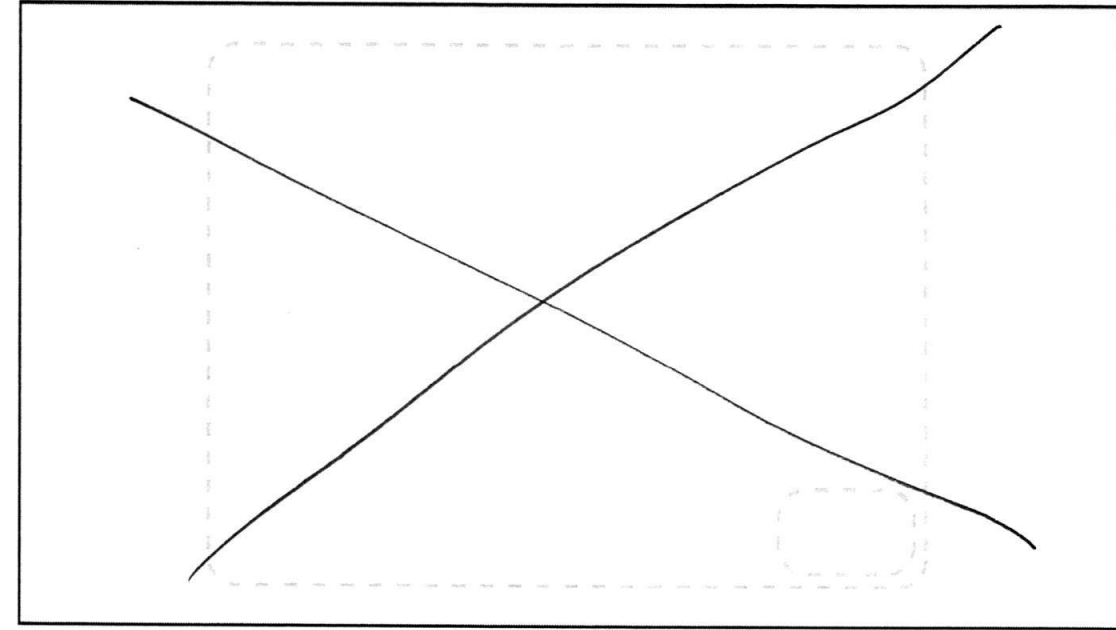


Page 146

Sc. 132 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:	APTWE/ YES MASTER! (NOTE: SEE PNL. B FOR BG.)
Action:	
Timing:	

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EPISODE #

Production :

1025-170

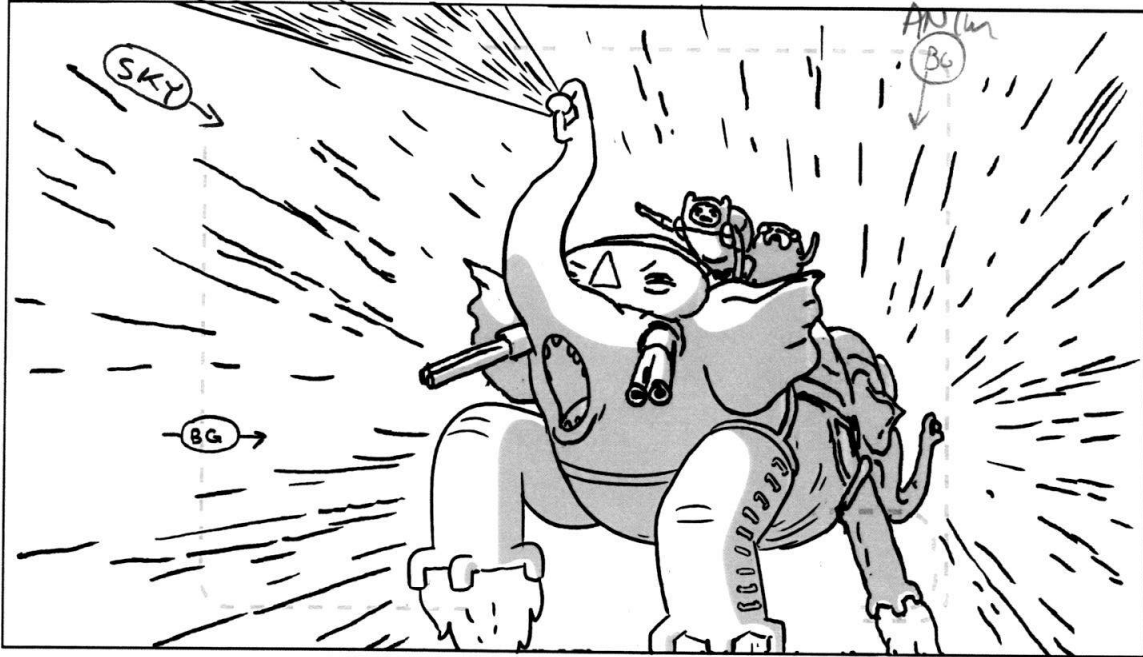
1025/170

1025/170

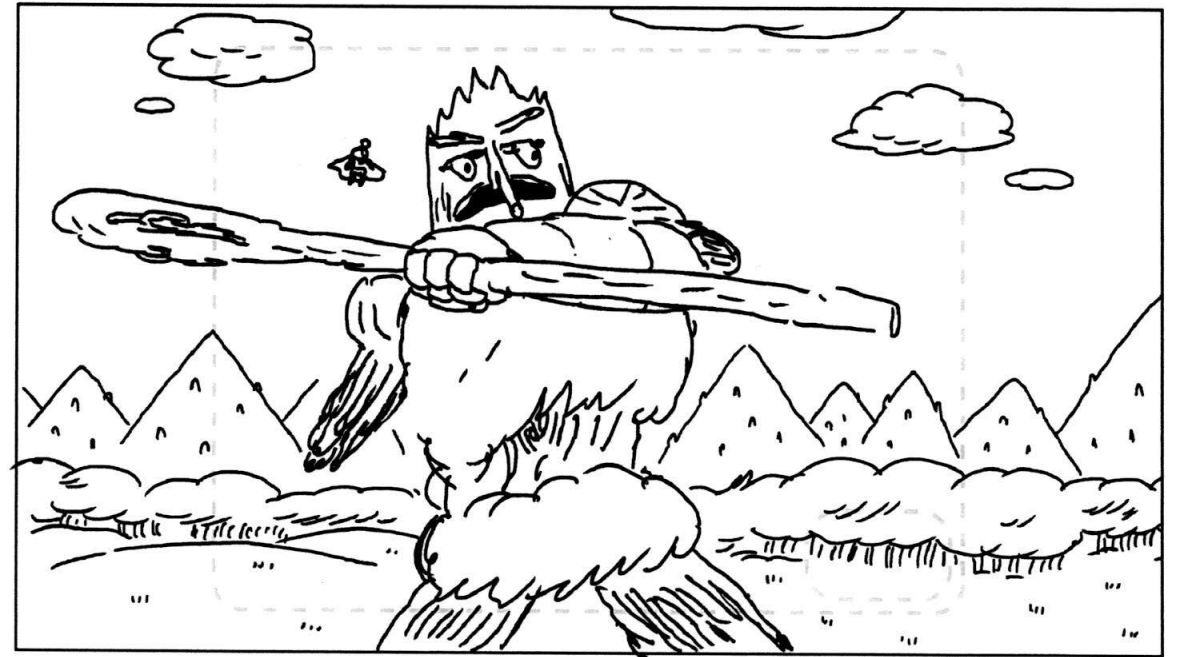
ADVENTURE TIME



Sc. 132 CONT Pnl. B Bg. day night



Sc. 133 Pnl. A Bg. day night



Dialog:

(SFX) | **BLAM!!!**

Action:

JAN 3 1 2014

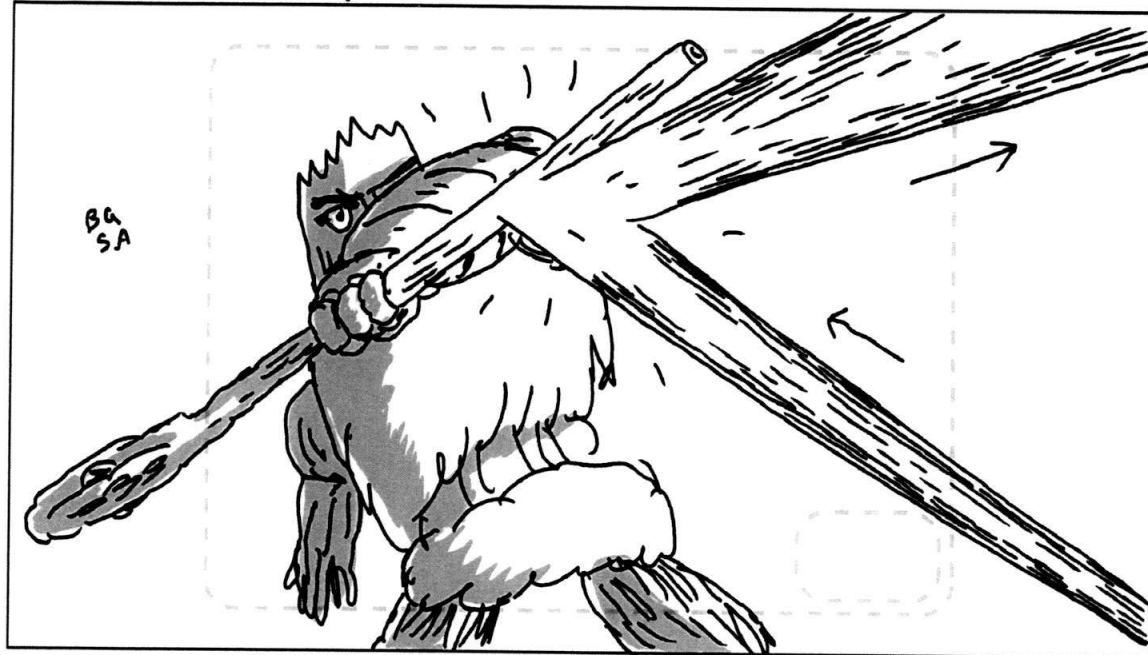
Timing:

ADVENTURE TIME

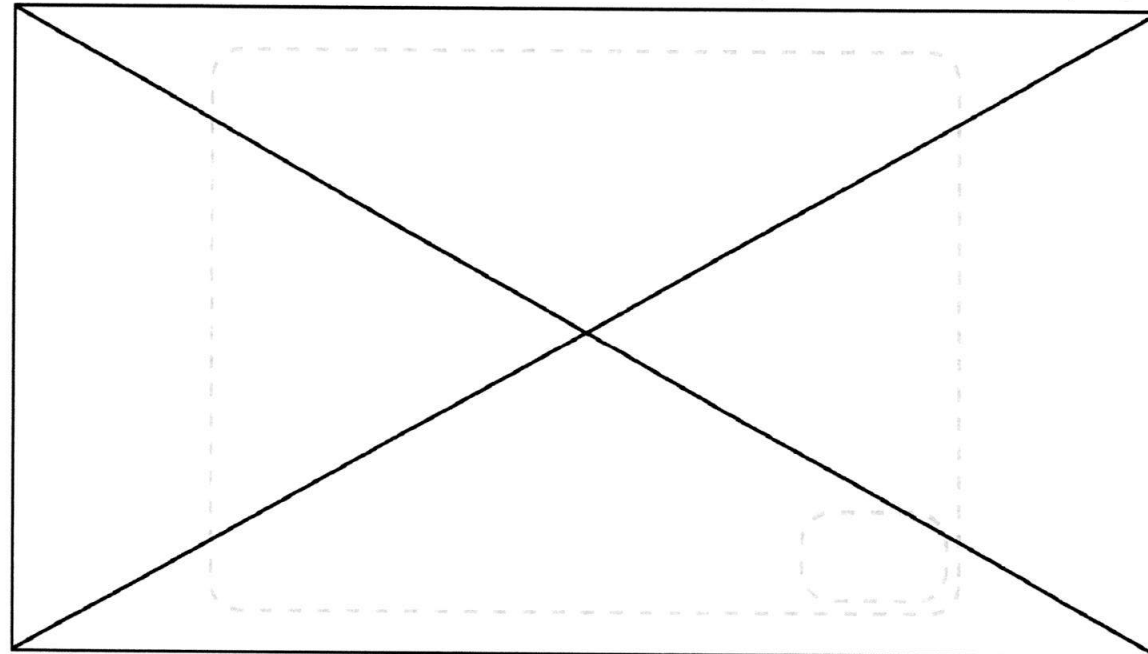


Page 148

Sc. 133 CONT Pnl. β Bg. day night



Sc. Pnl. Bg. day night



Dialog:

SFX: * CHYUU! *

Action:

- DARREN DEFLECTS LASER.

JAN 31 2014

Timing:

1025-170

EPISODE #

1025/170

Production :

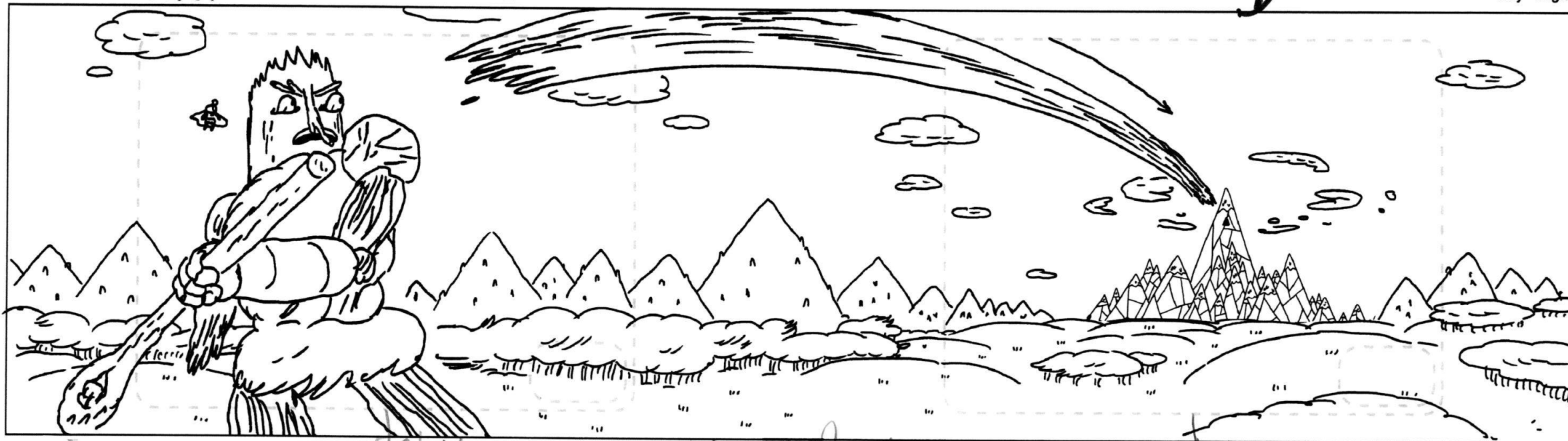
1025/170

ADVENTURE TIME



Page 149
day night

Sc. 133 UNT Pnl. C Bg. D



Dialog:

Action:

- LASER SHOTS OFF TOWARDS
ICE KINGDOM.
- PAN W/ LASER.

JAN 3 1 2014

Timing:

EPISODE # 1025-170
1025/170

Production :

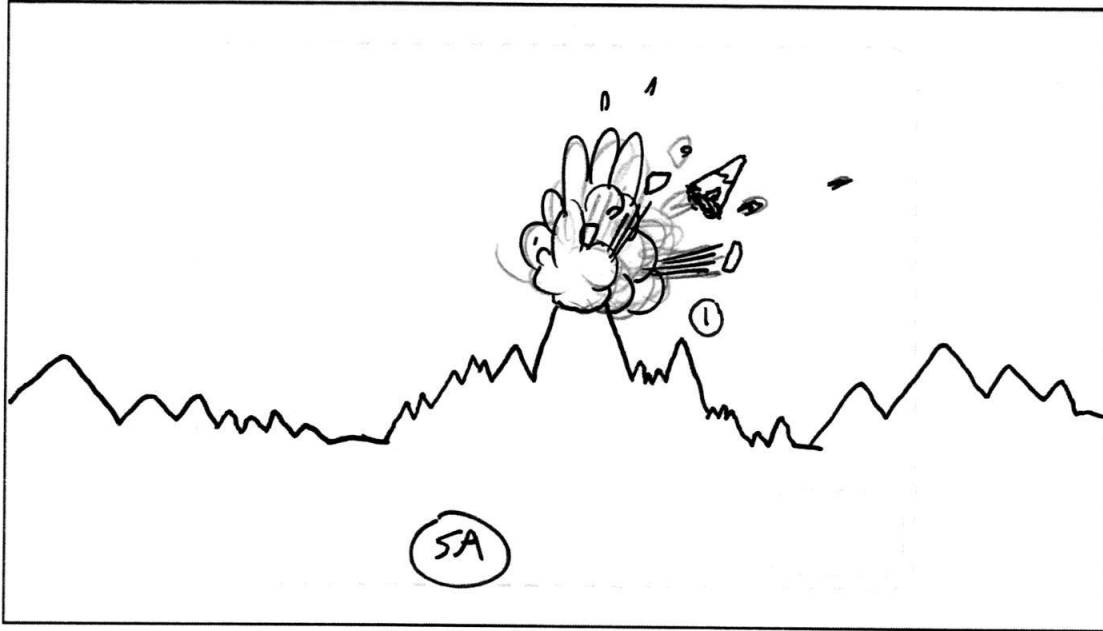
1025/170

ADVENTURE TIME

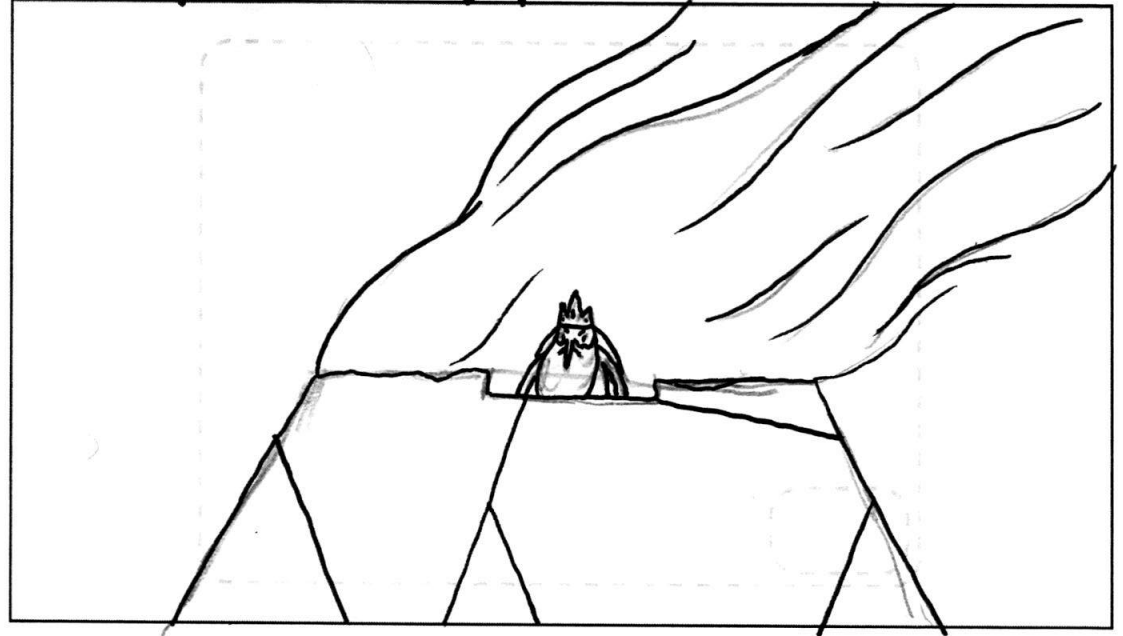


Page **150**

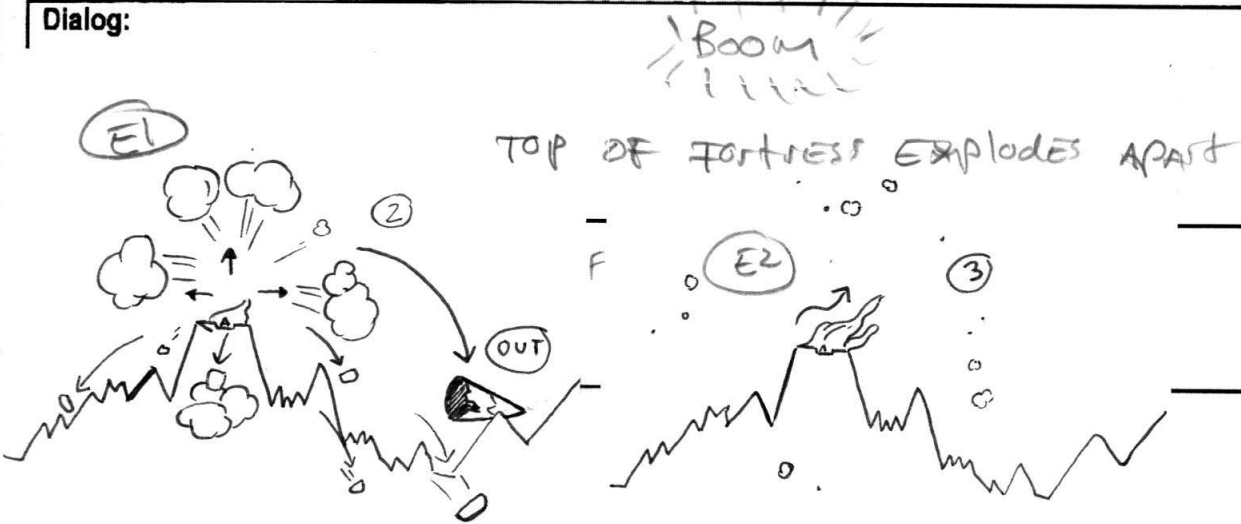
Sc. **133** **CONT** Pnl. **E** Bg. day night



Sc. **134** Pnl. **A** Bg. day night



Dialog:



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EPISODE #

Production :

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1025/170

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ADVENTURE TIME



Cont

Page 151

Sc. 134 CONT Pnl.

B

Bg.

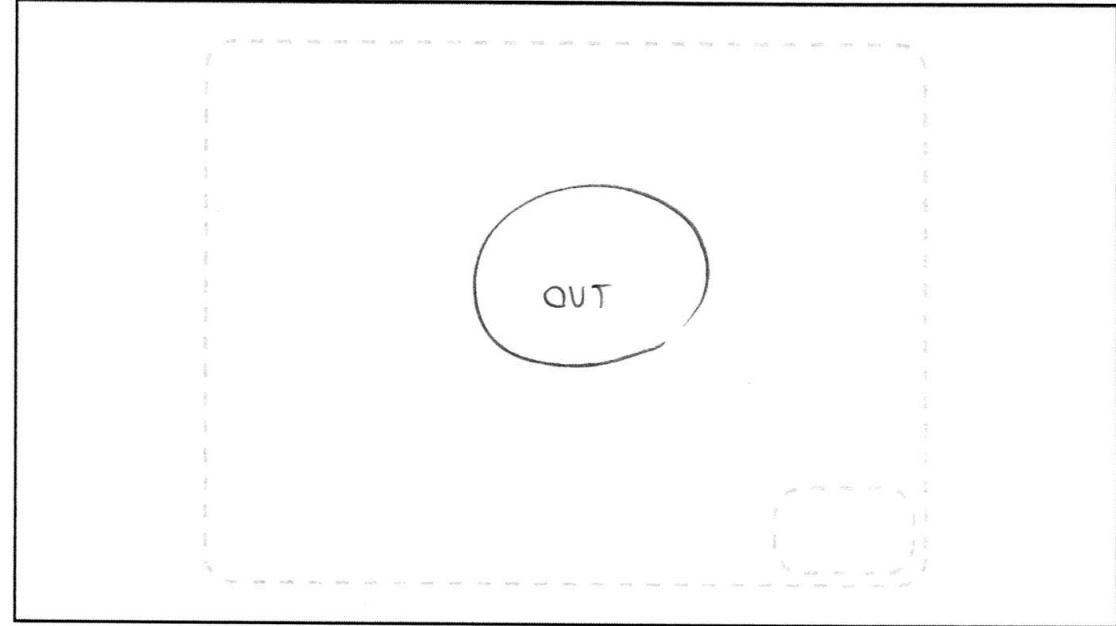
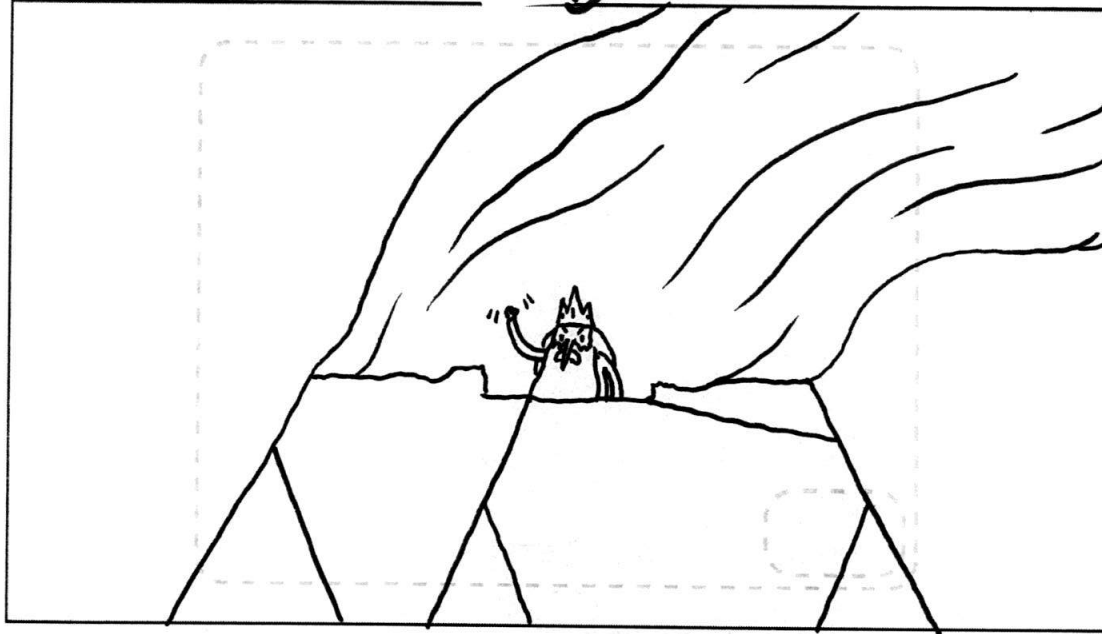
day night

Sc.

Pnl.

Bg.

day night



Dialog: Ice king/ Yo leave me out of it!

Action:

Timing:

JAN 31 2014

EPISODE #

Production :

1025-170

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1025/170

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1025/170

Cut

ADVENTURE TIME



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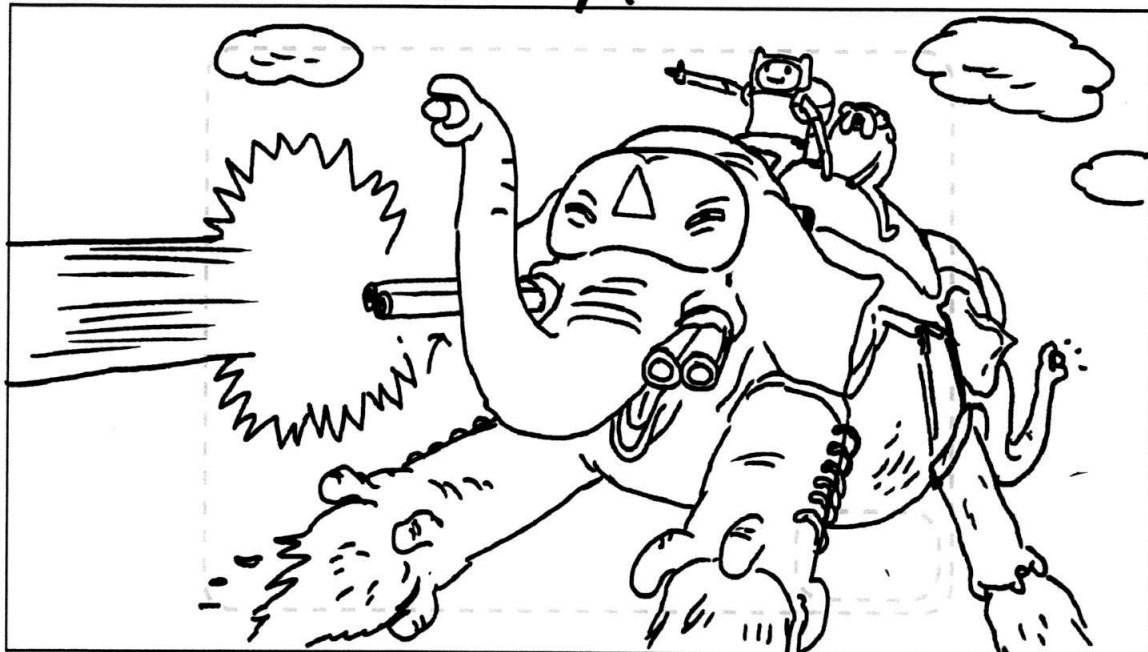
Sc. 135

Pnl.

A

Bg.

day night



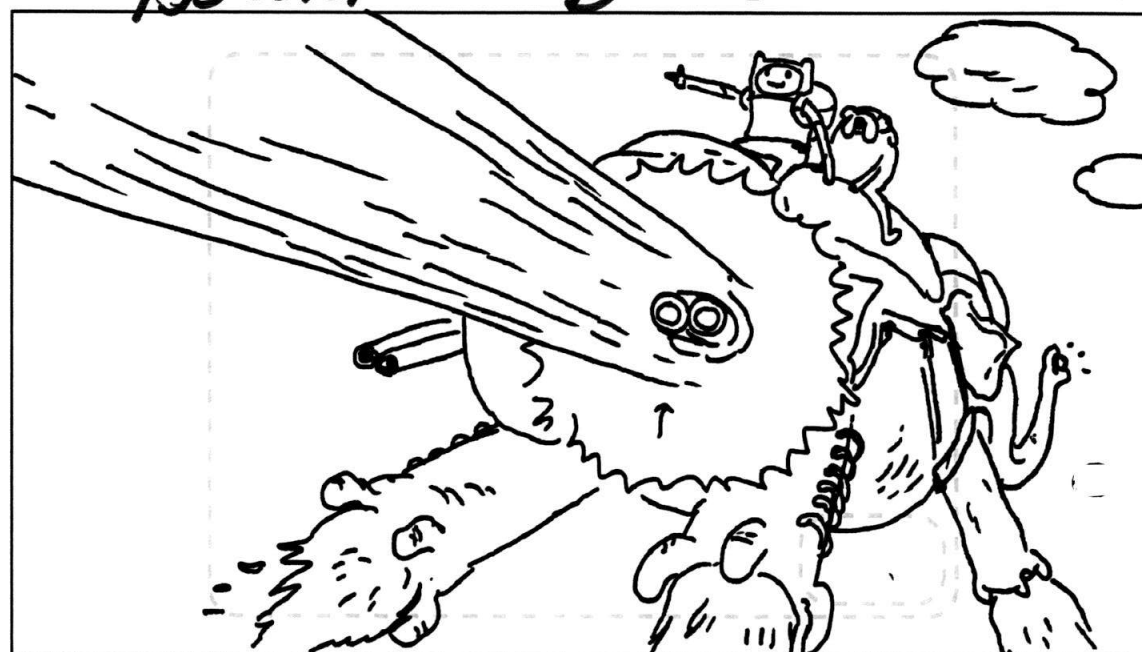
Sc. 135 CONT

Pnl.

B

Bg.

day night



Cut

EPISODE #

1025-170

1025/170

Dialog:

(SFX) / KA-BLAM!

(SFX) / KA-BLAM!

Action:



← NEUTRAL
Pos.

RAPID-FIRE

(A) / (B) / (A) / (B)

JAN 3 1 2014

Timing:

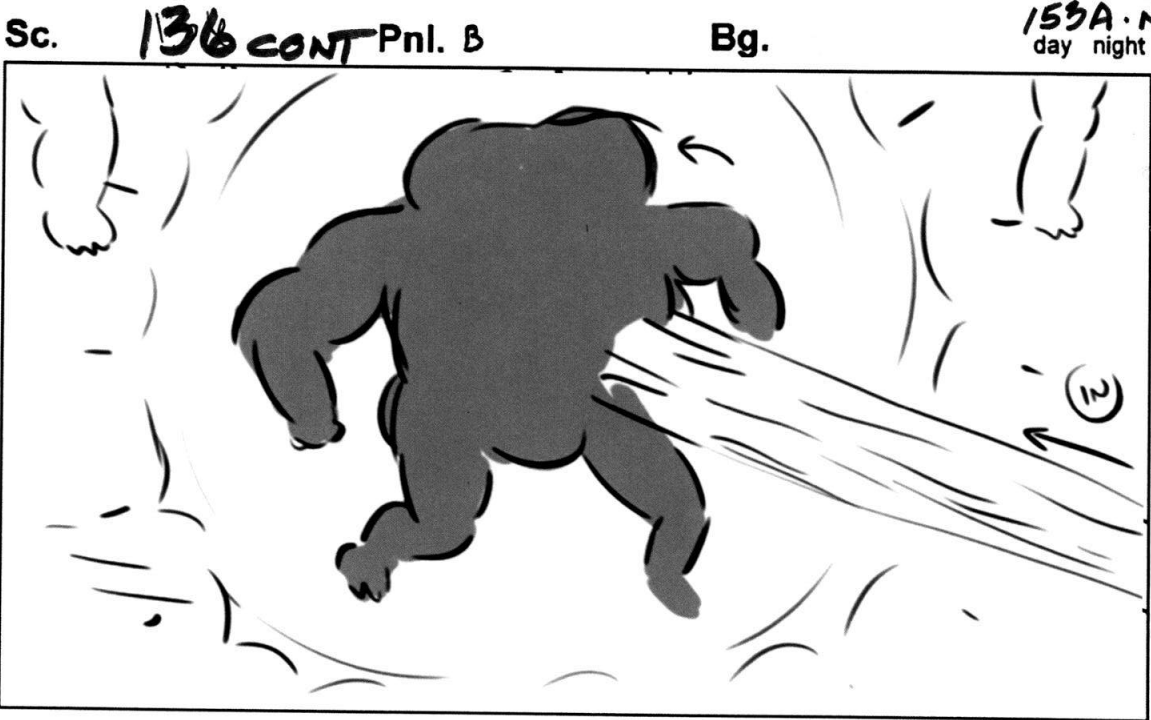
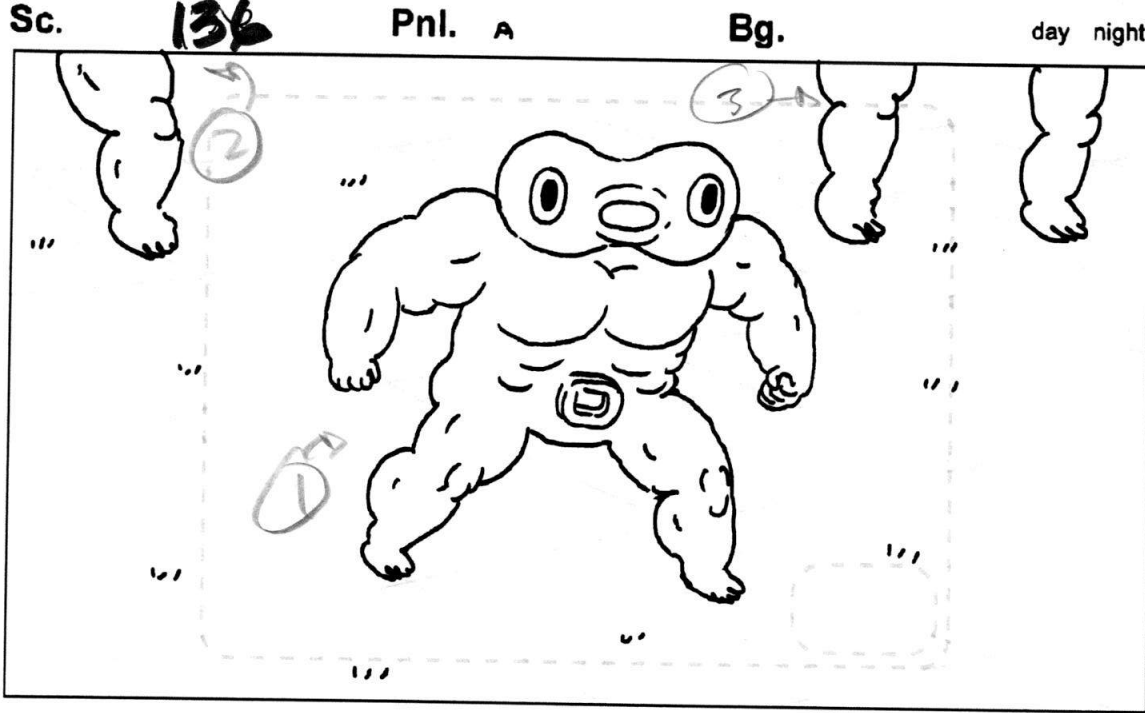
Production :

1025/170

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cut

ADVENTURE TIME



Page 153
153A - NEXT
day night

Dialog:	(SFX) / KA-	(SFX) / BLAM!!!!
Action:	- MUSCLEMAN MUTANT EXPLODES.	
Timing:	JAN 3 1 2014	

EPISODE # 1025-170
Production :

1025/170

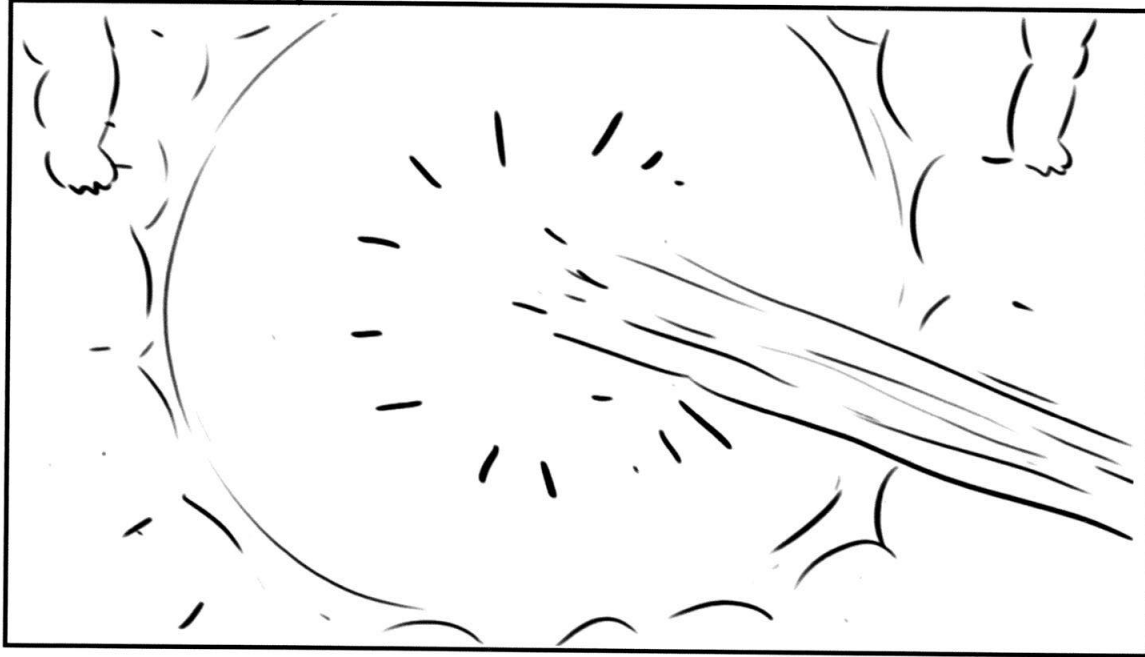
ADVENTURE TIME



Sc. 136 **CONT** Pnl. C

Bg.

day night



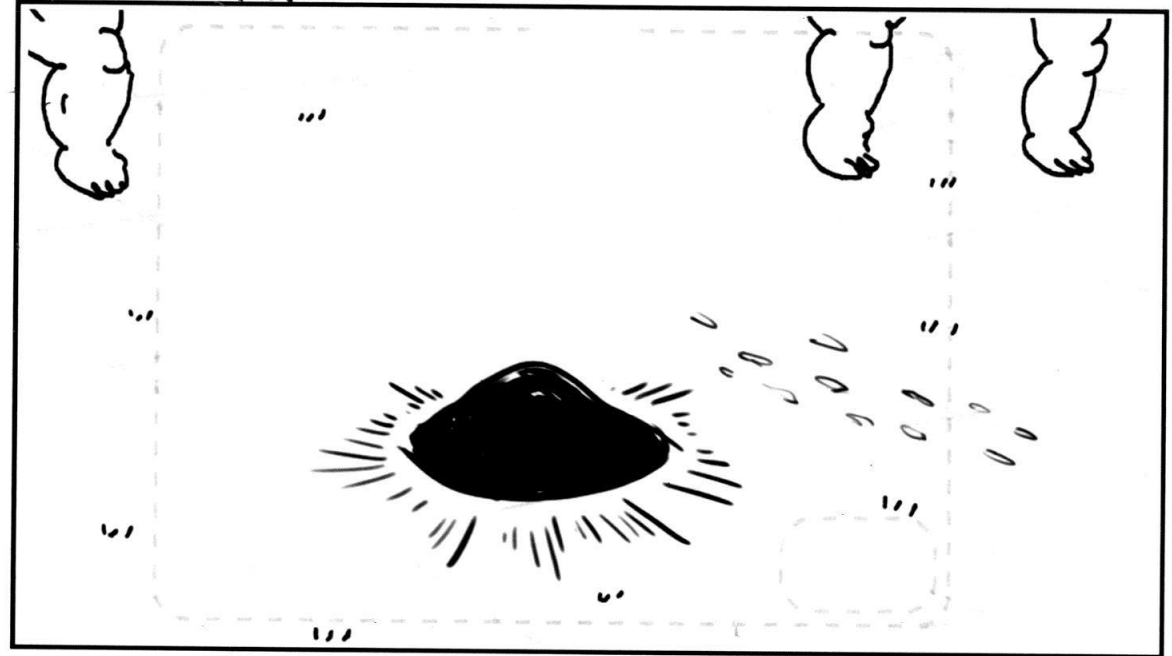
Sc. 136 **CONT**

Pnl. D

Bg.

Page 153A

154. NEXT
day night



Dialog:

Action:

Timing:

JAN 31 2014

EPISODE # 1025-170

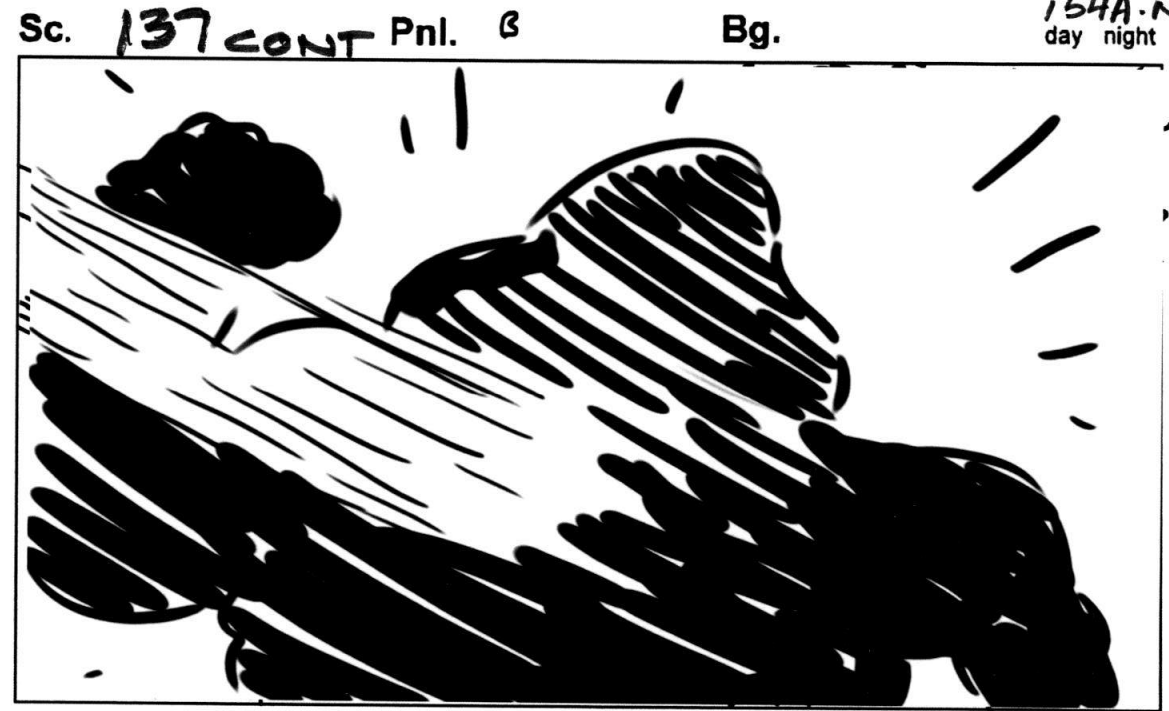
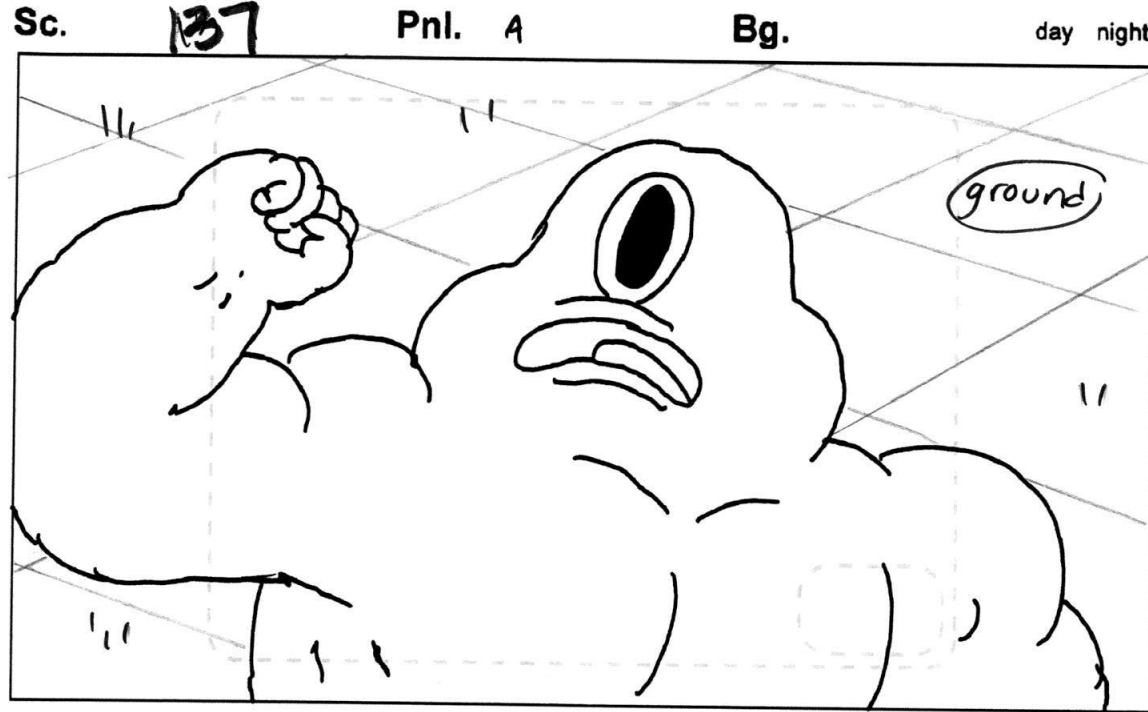
Production:

1025/170

ADVENTURE TIME



Page 154
154A-NEXT
 day night



Dialog:	(SFX) / KA-	(SFX) / BLAM!!!!
Action:		
Timing:		

JAN 31 2014

EPISODE # 1025-170

Production :

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1025/170

ADVENTURE TIME



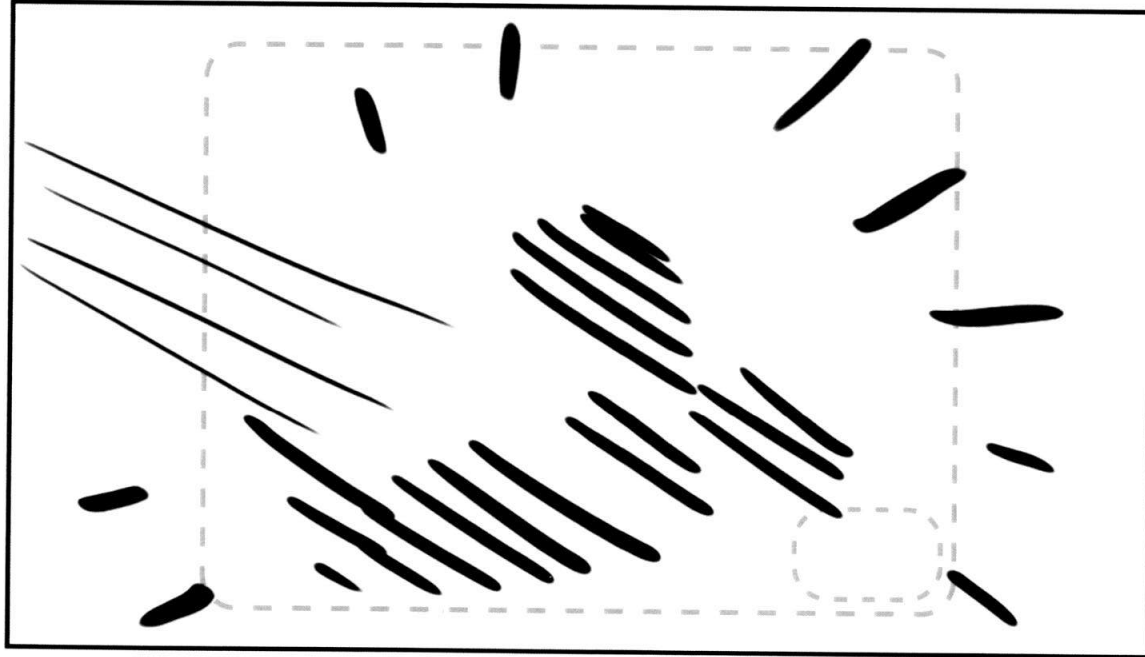
Page 154A
154B. NEXT
day night

Sc. 137 *CONT*

Pnl. C

Bg.

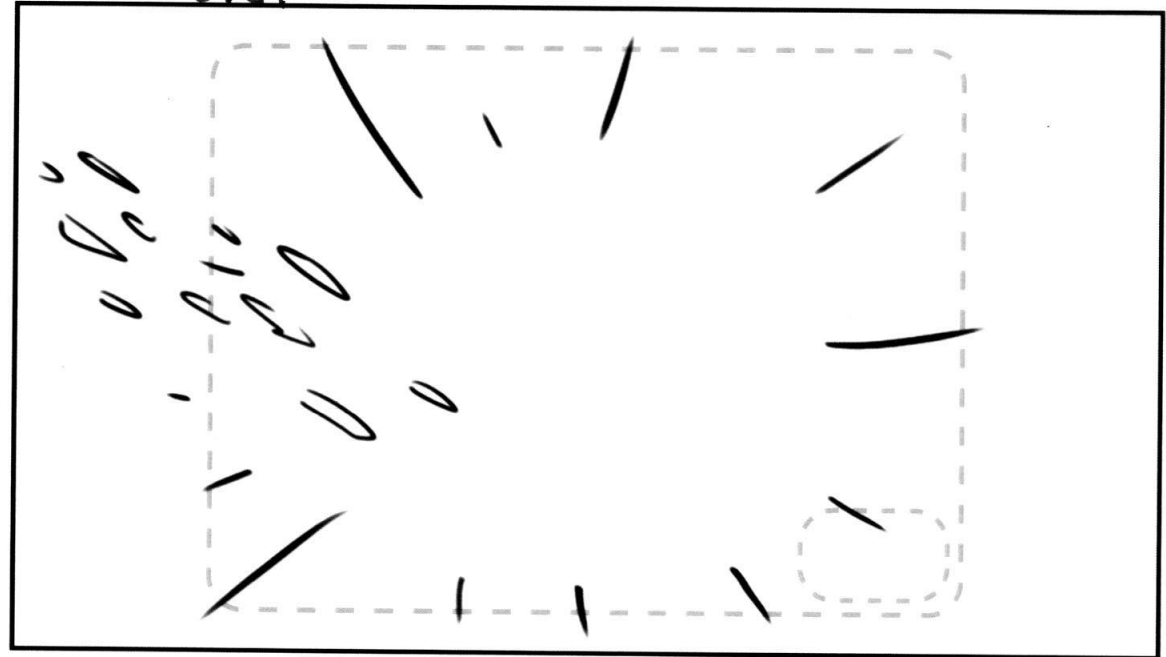
day night



Sc. 137 *CONT*

Pnl. D

Bg.



Dialog:

Action:

Timing:

JAN 31 2014

EPISODE # 1025-170

Production:

1025/170

ADVENTURE TIME



cut

Page 154B

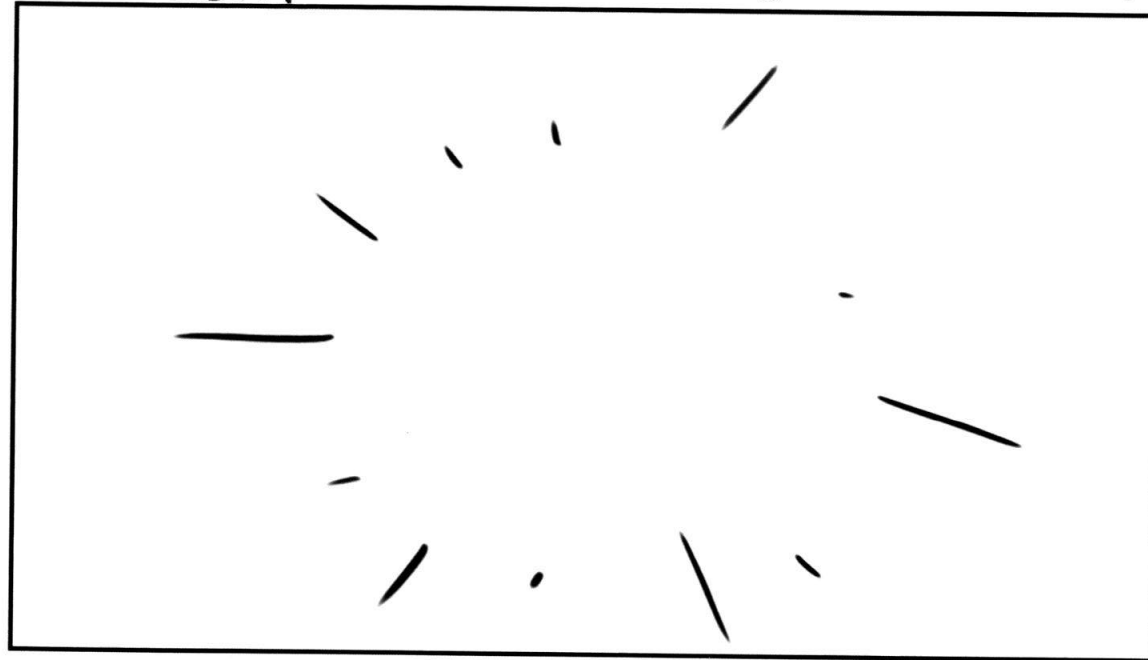
155 NEXT
day night

Sc. 137 *CONT*

Pnl. E

Bg.

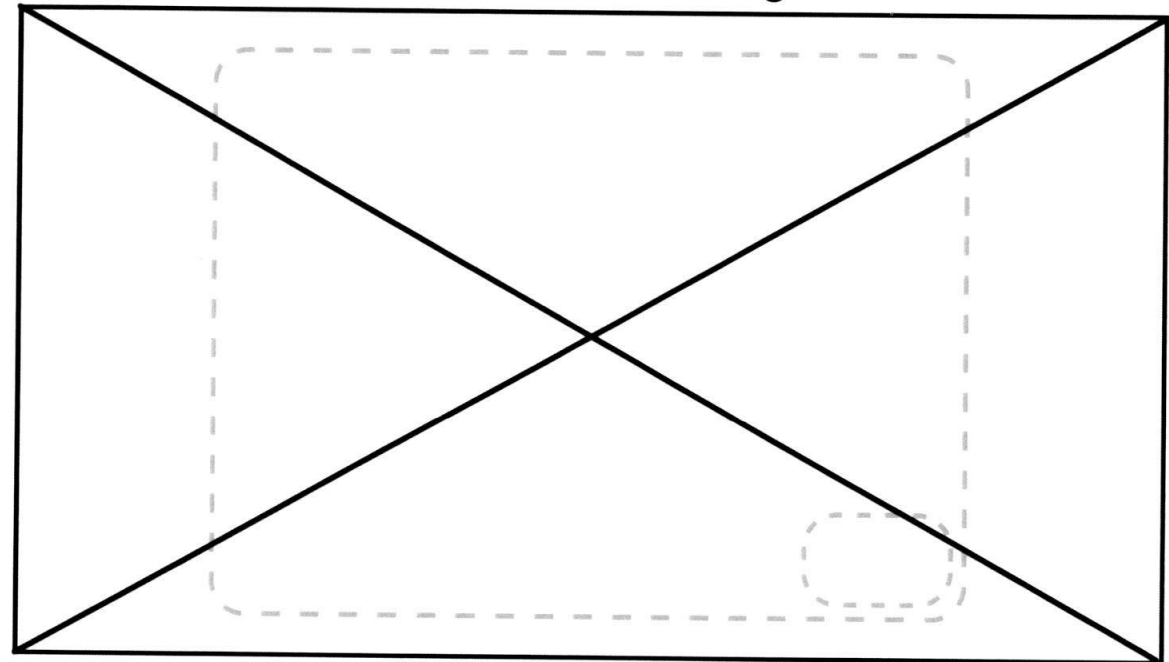
day night



Sc.

Pnl.

Bg.



Dialog:

Action:

Timing:

JAN 31 2014

EPISODE # 1025-170

Production:

1025/170

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Cut

ADVENTURE TIME



Sc. **138** Pnl. **A** Bg. day night

Sc. **138 CONT.** Pnl. **B** Bg. day night

Dialog:

(SFX) KA-BLAM!

Action:

Timing:

JAN 3 1 2014

EPISODE # 1025-170

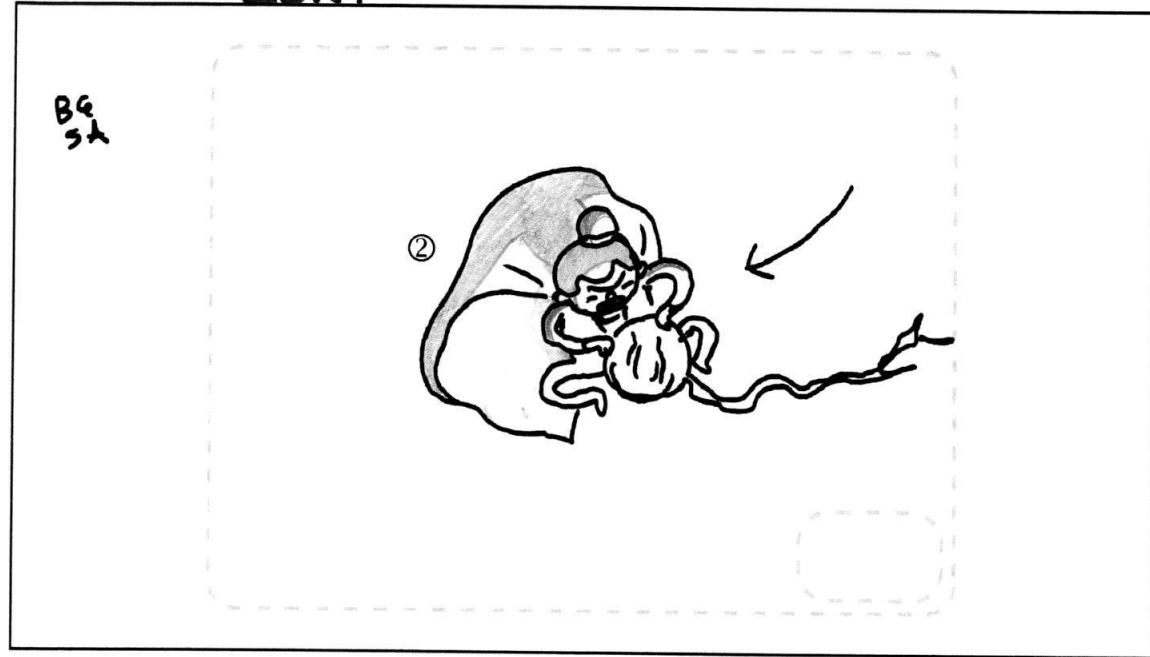
Production :

ADVENTURE TIME

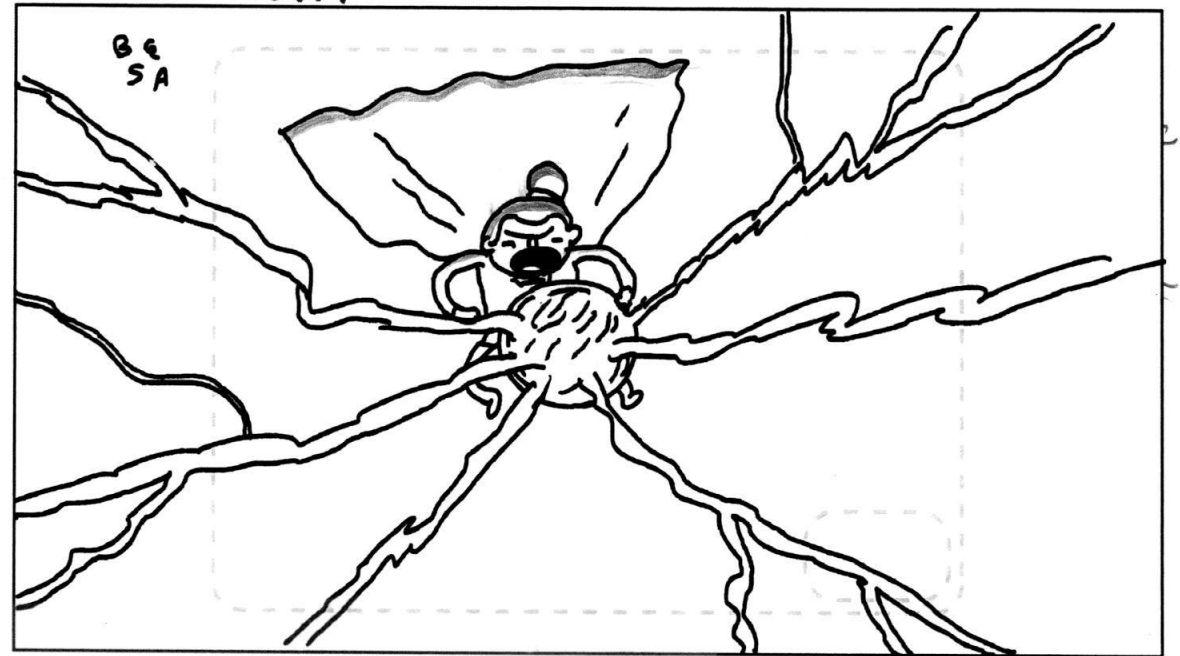


Page **156**

Sc. **138 CONT** Pnl. **C** Bg. day night



Sc. **138 CONT** Pnl. **D** Bg. day night



Dialog:

Ⓜ/ NNN NNNN AHHHH!

Action:

LIGHTNING CHARGE!

Timing:



Lightning shoots os



JAN 31 2014

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EPISODE #

1025-170

Production :

Cut

ADVENTURE TIME

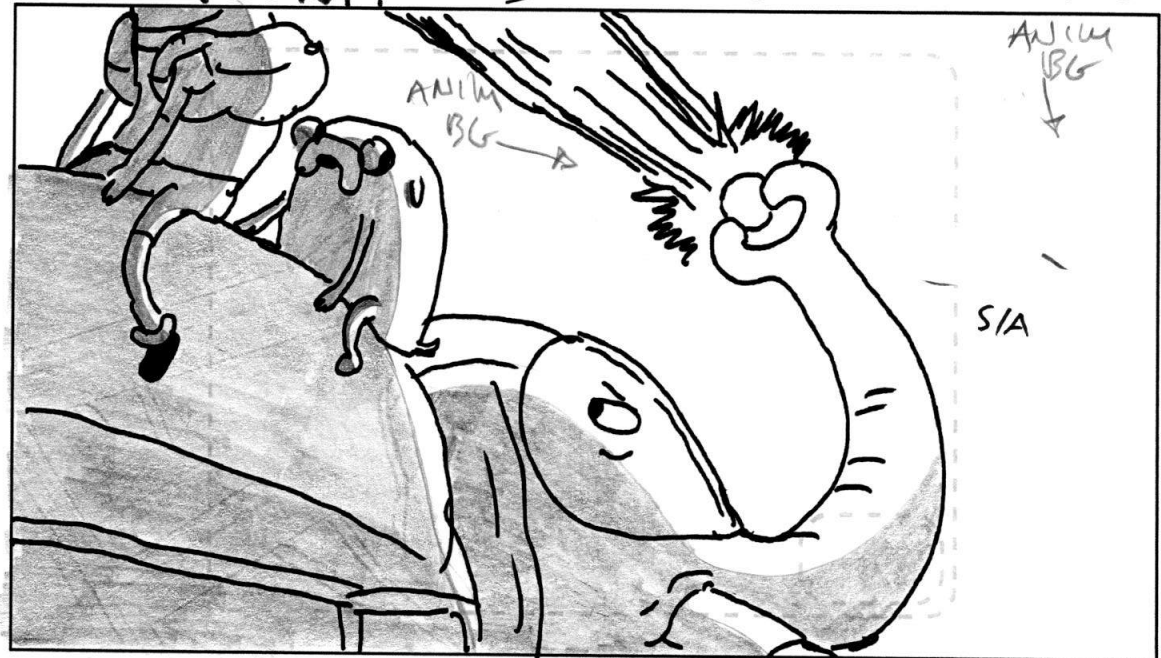


Page **157**

Sc. **139** Pnl. **A** Bg. day night



Sc. **139 CONT.** Pnl. **B** Bg. day night



Cut

EPISODE # **1025-170**

Dialog:

(SFX) / **ZZBLAM**

Action:

2ND TRUNK LAZER AT MAJA.

Timing:



(BI) JAN 31 2014

Production :

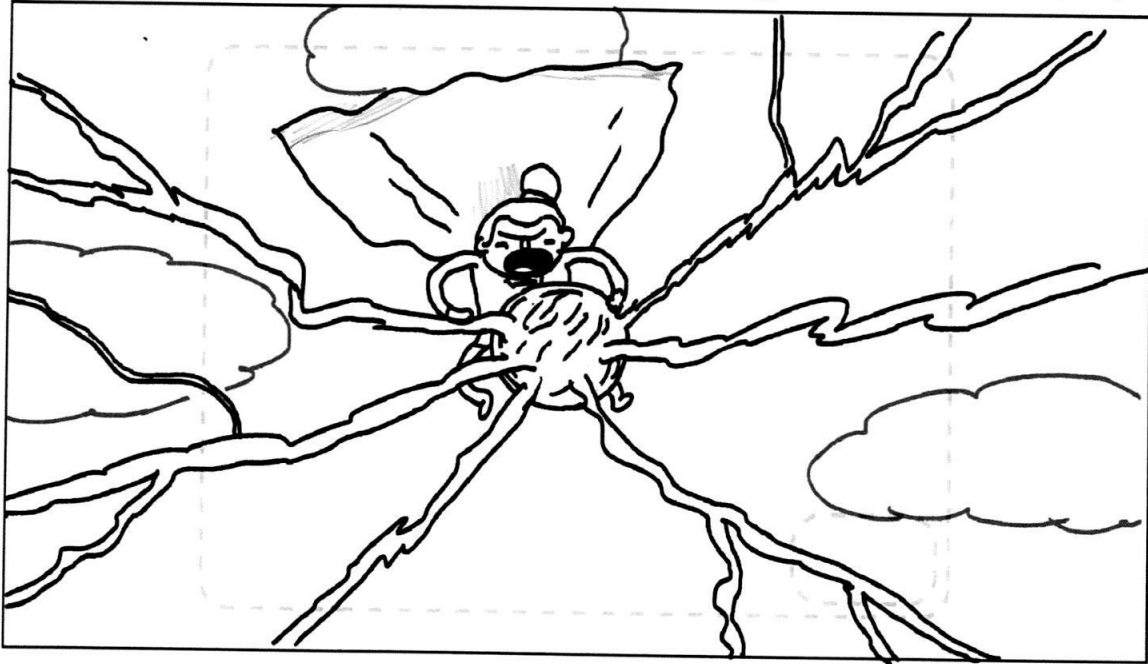
Cut

ADVENTURE TIME

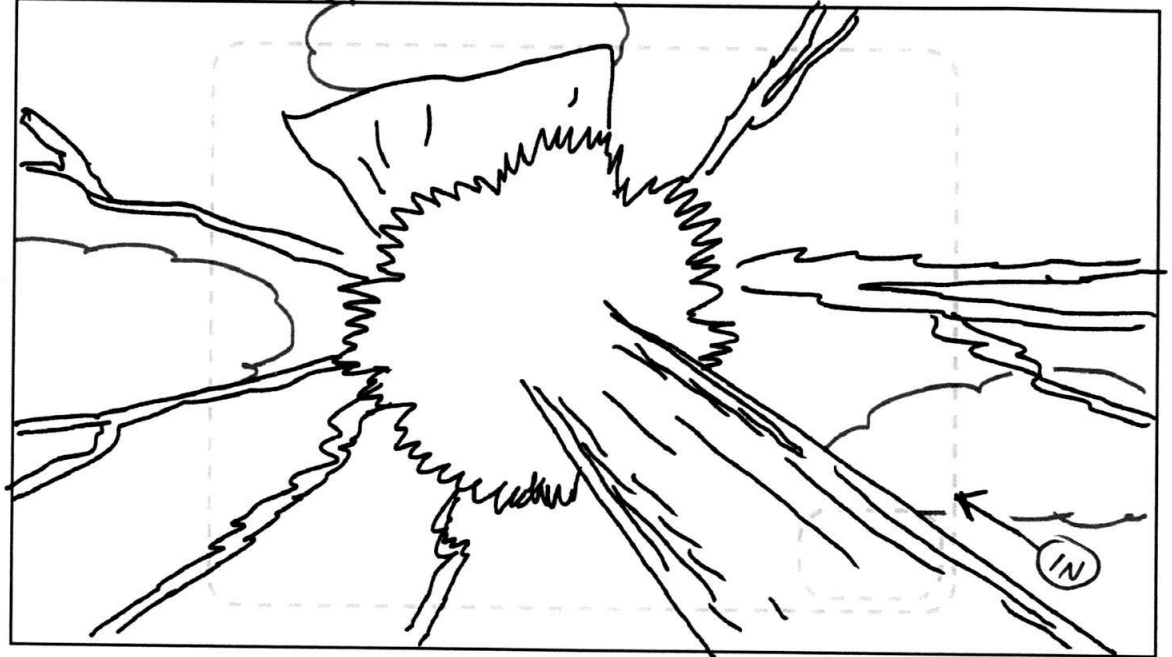


Page **158**

Sc. **140** Pnl. **A** Bg. day night



Sc. **140 CONT.** Pnl. **B** Bg. day night



Dialog:	(SF-X) POW!
Action:	LAZER ZAPPED.
Timing:	JAN 31 2014

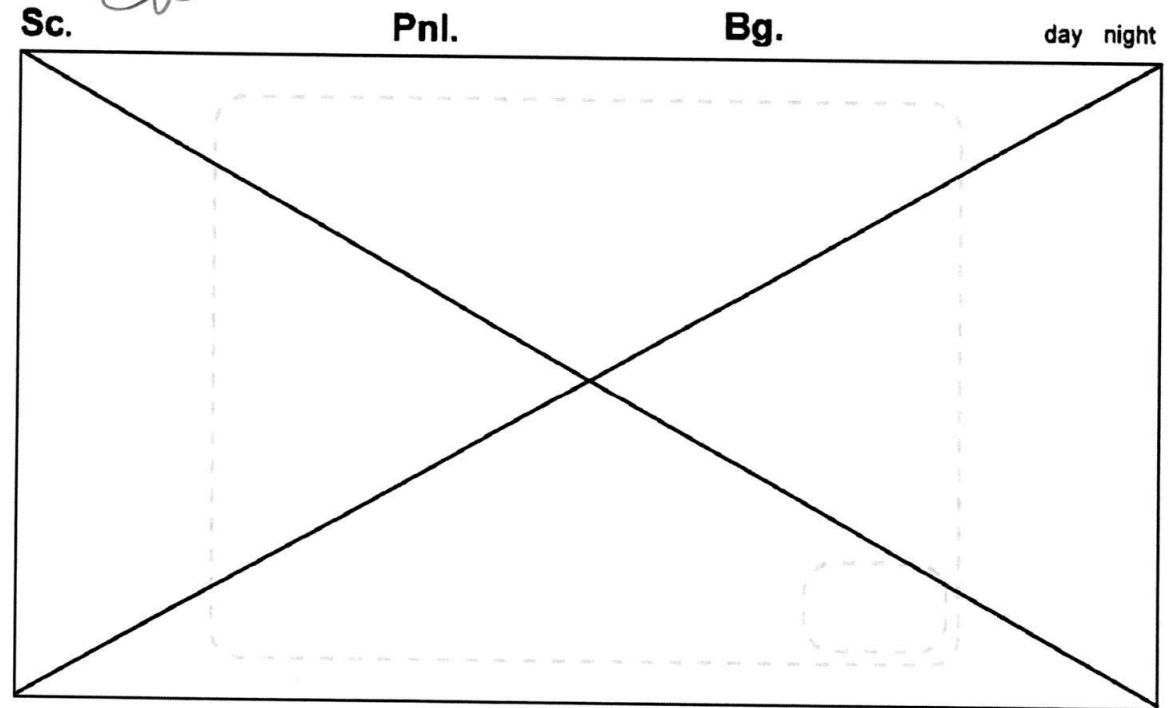
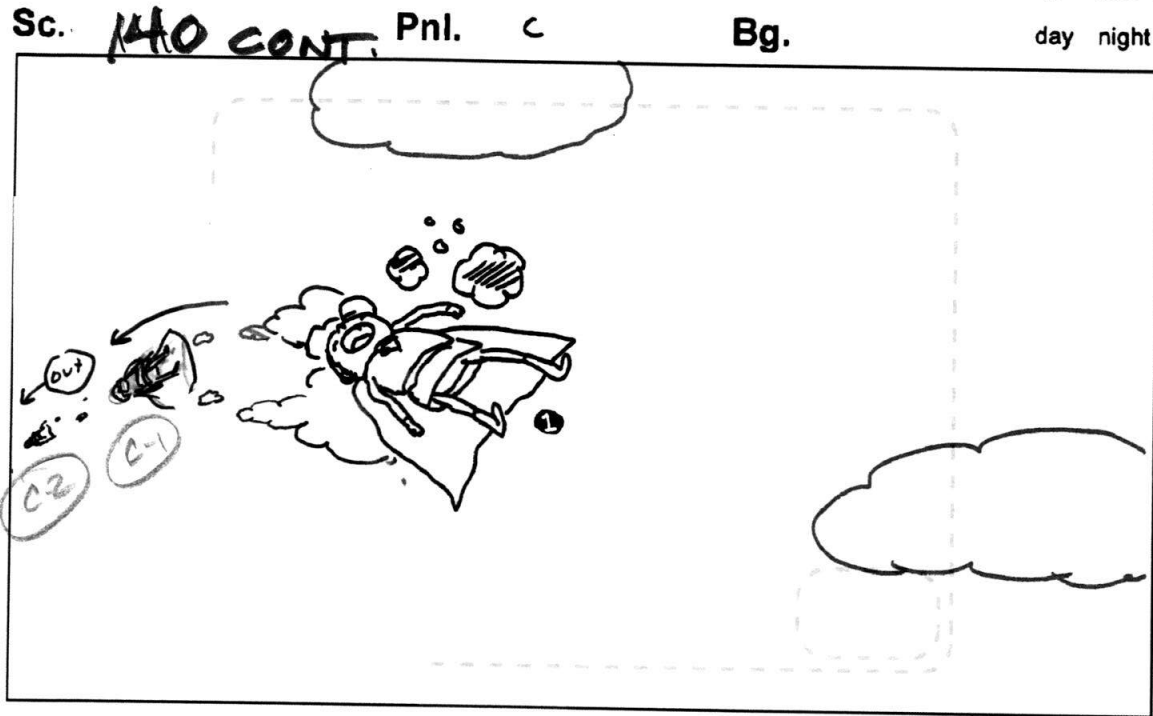
EPISODE # 1025-170

Production :

ADVENTURE TIME



Page **159**



Dialog:

MAJA / BAHH!

Action:

FALLS OUT OF SKY

Timing:

JAN 31 2014

EPISODE #

1025-170

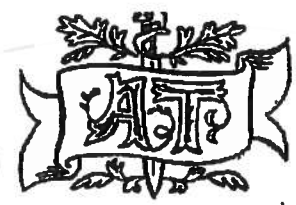
Production :

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Cut

ADVENTURE TIME

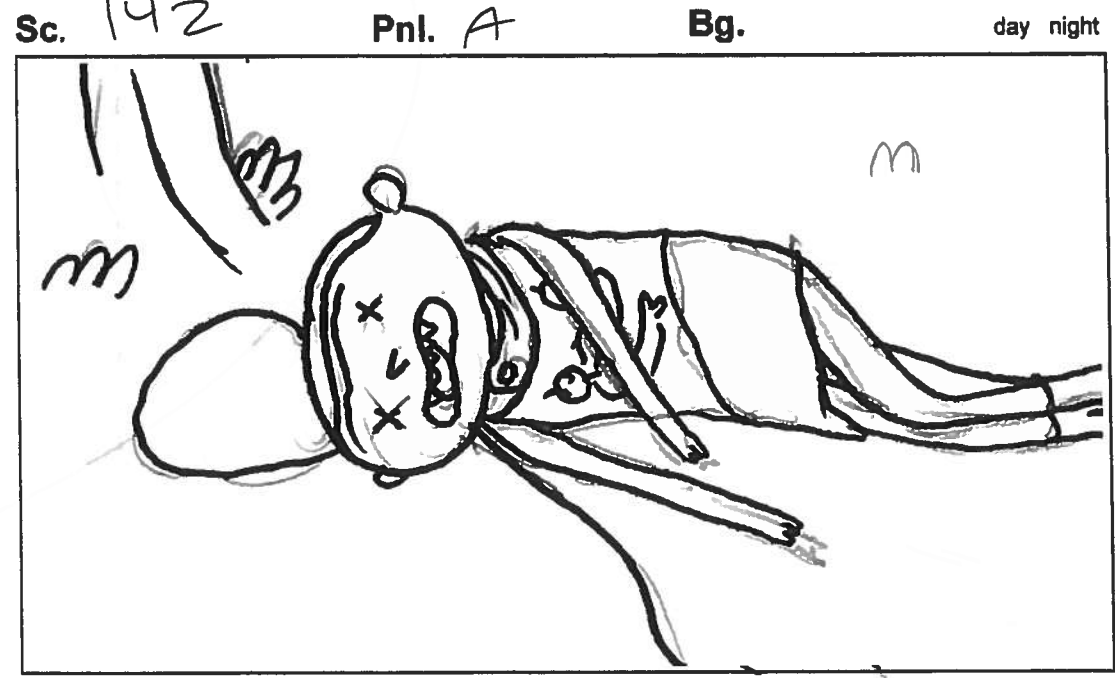
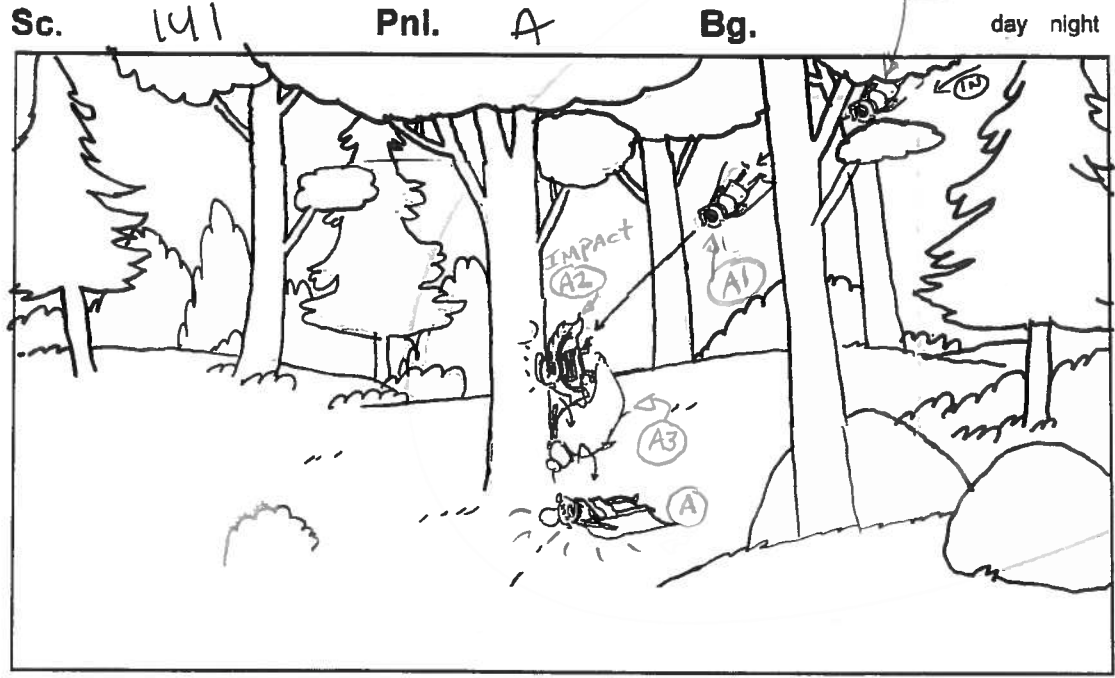


Ho Cut

REVISED
02/13/14

Page 160

Cut



Dialog: Maja ① Ahhhh ② sfx/BONK

Action: - M. FLIES ON/S AND HITS TREE THEN GROUND.

Timing:

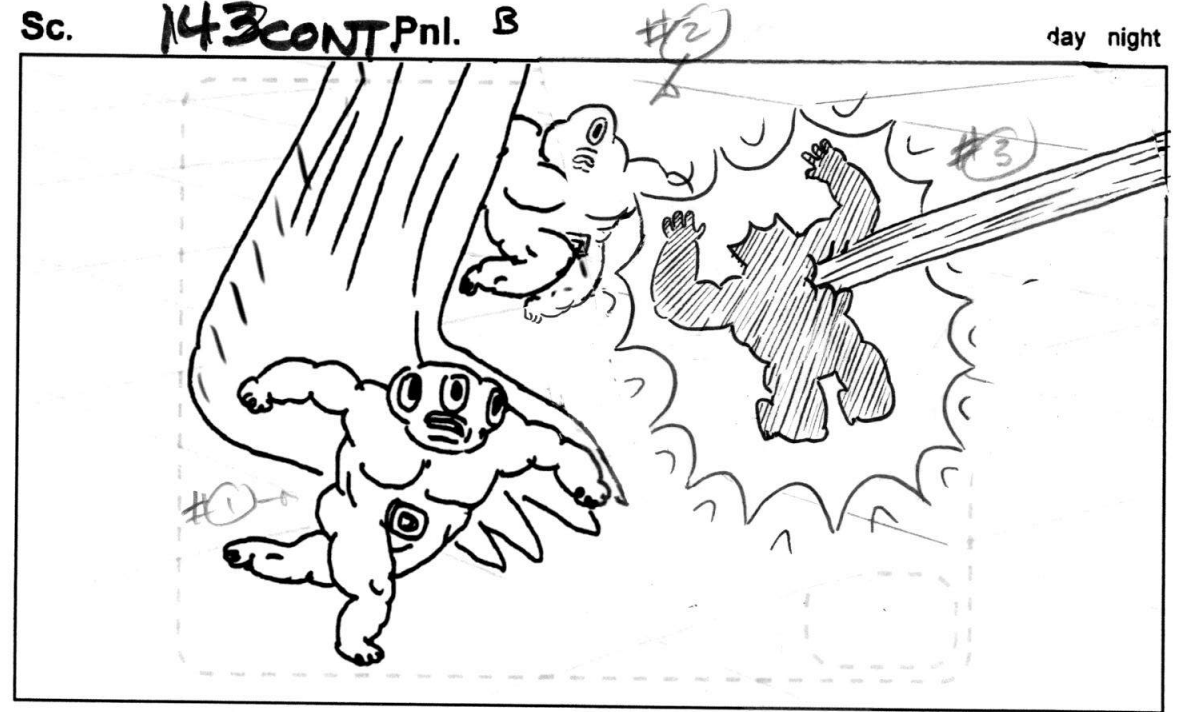
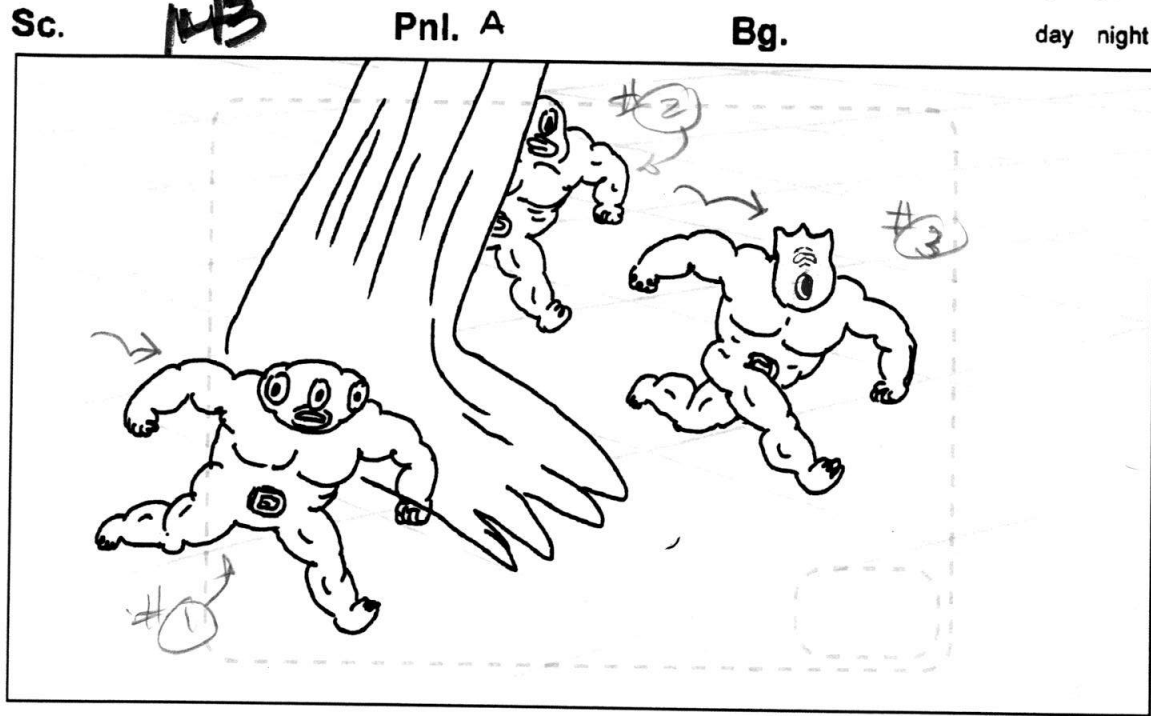
EPISODE # 1025-170

Production :

ADVENTURE TIME

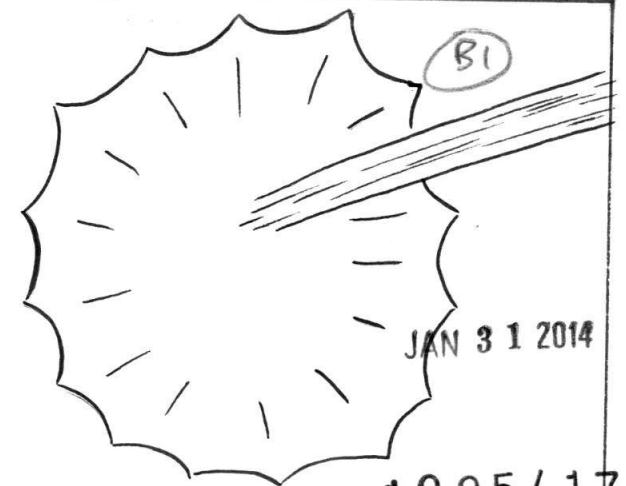
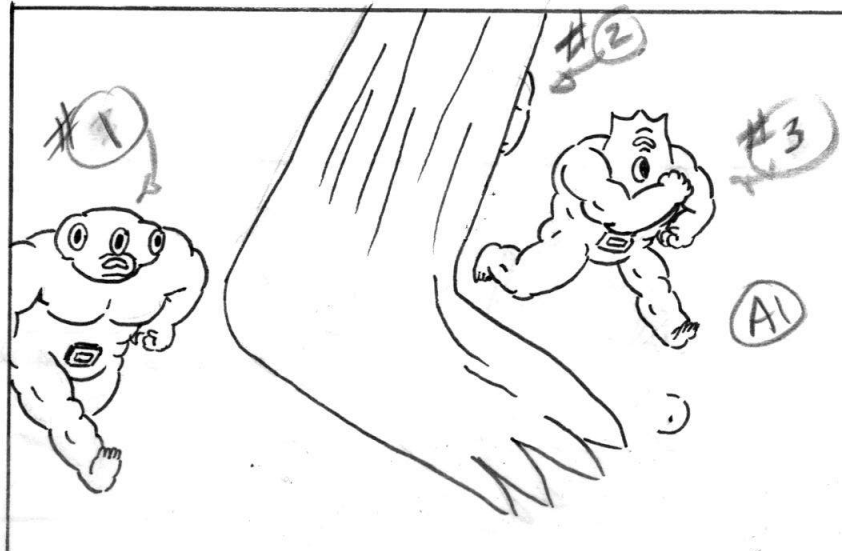


Page **161**



Dialog:

(SFX) / KA-BLAM!



JAN 31 2014

EPISODE # 1025-170

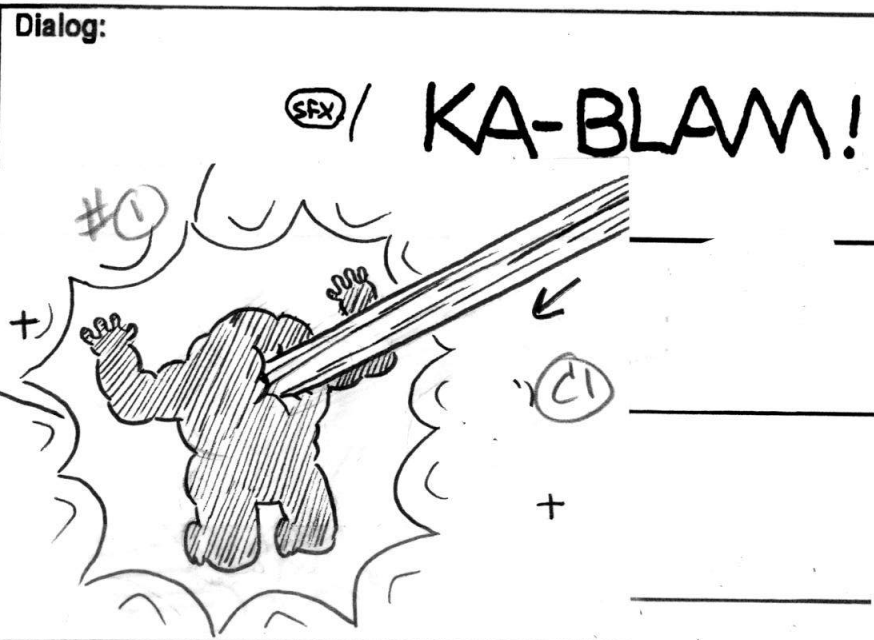
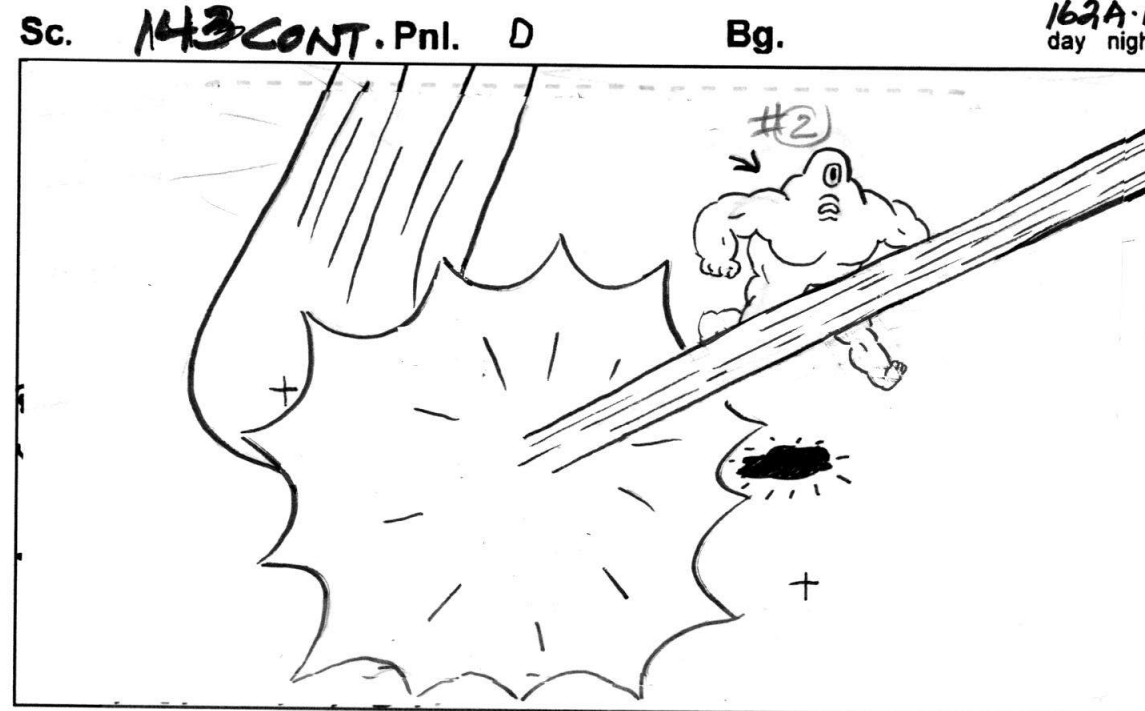
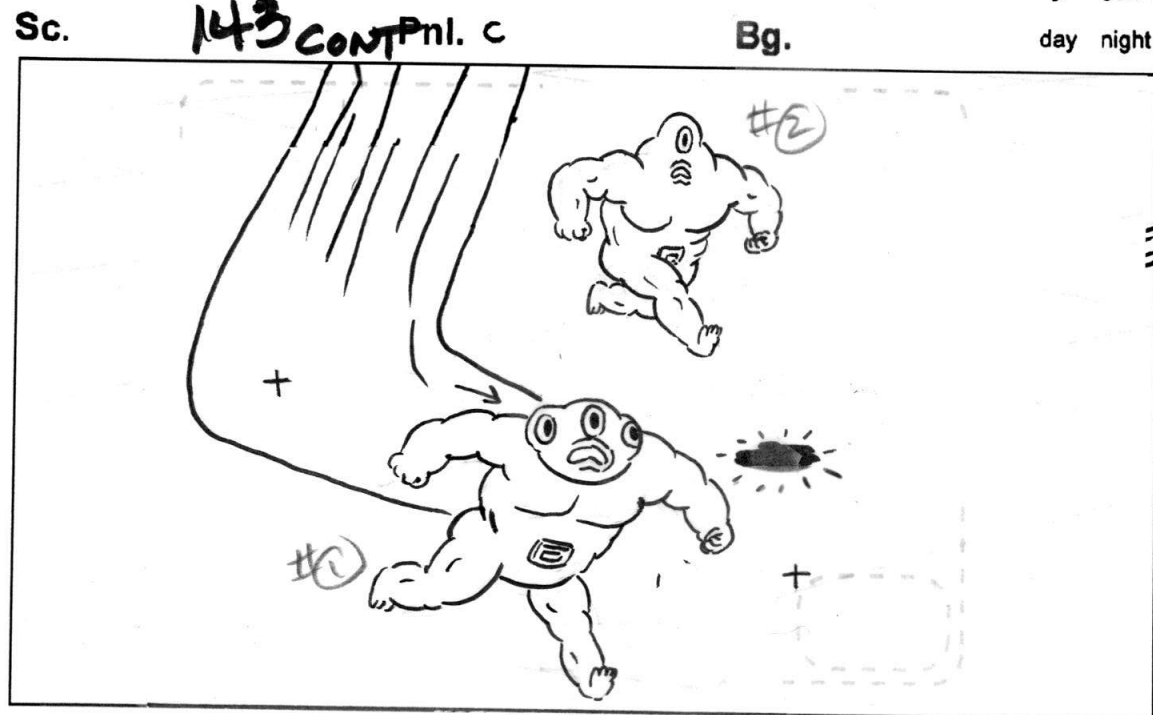
Production :

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ADVENTURE TIME



Page **162**
162A-NEXT
 day night



EPISODE # **1025-170**

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1025/170

1025/170

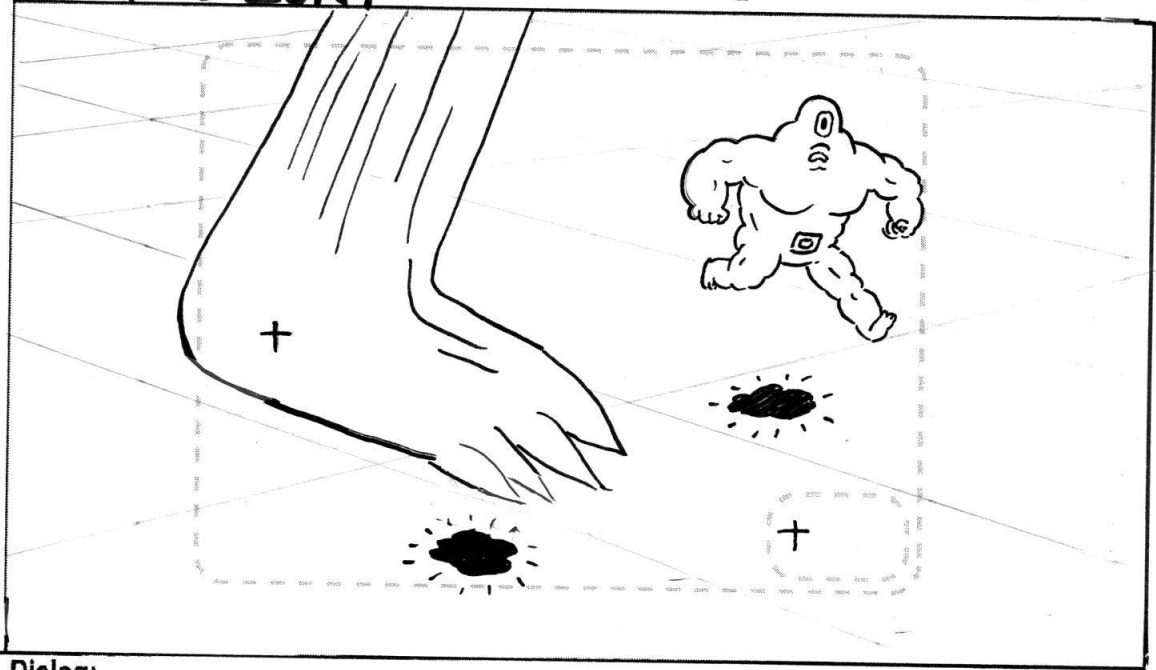
Unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

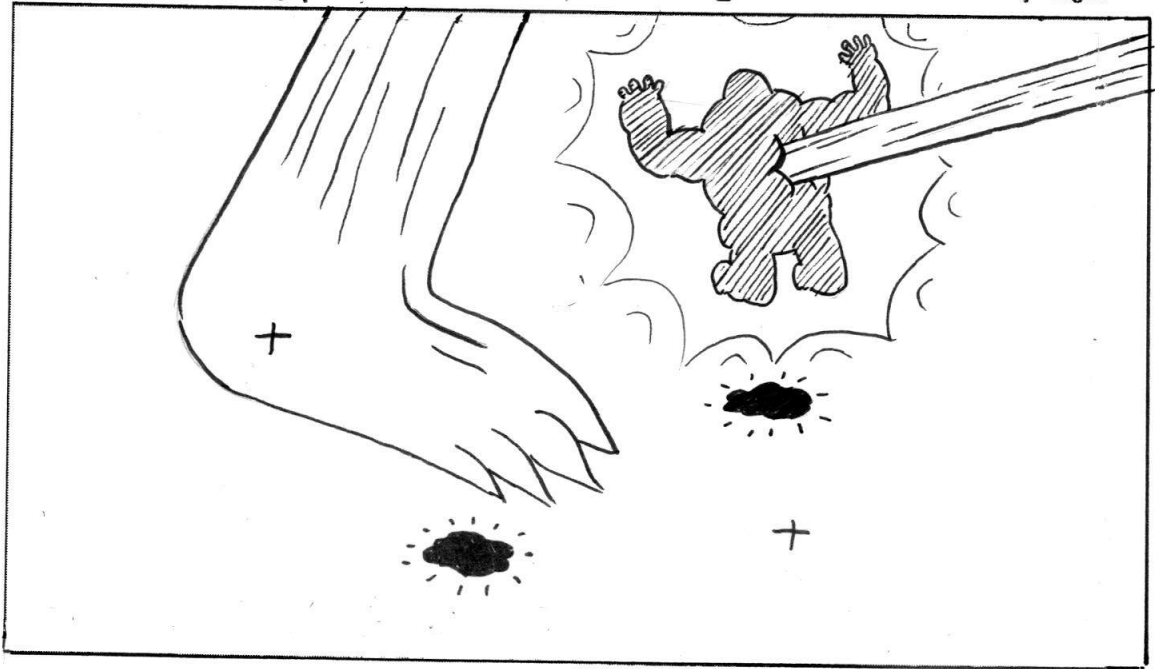


Page **162A**
163-NEXT
day night

Sc. **143 CONT** Pnl. **E** Bg. day night



Sc. **143 CONT** Pnl. **F** Bg. day night



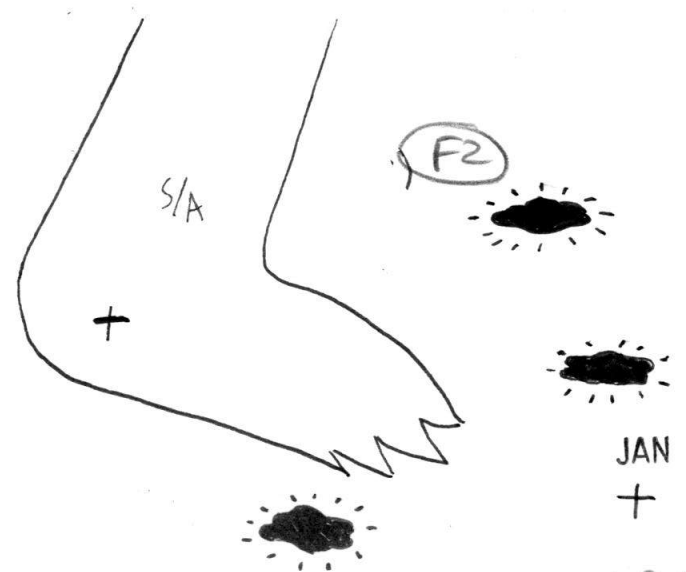
Dialog:

EPISODE #



(SFX) / KA-BLAM!

(F1) _____



JAN 31 2014
+

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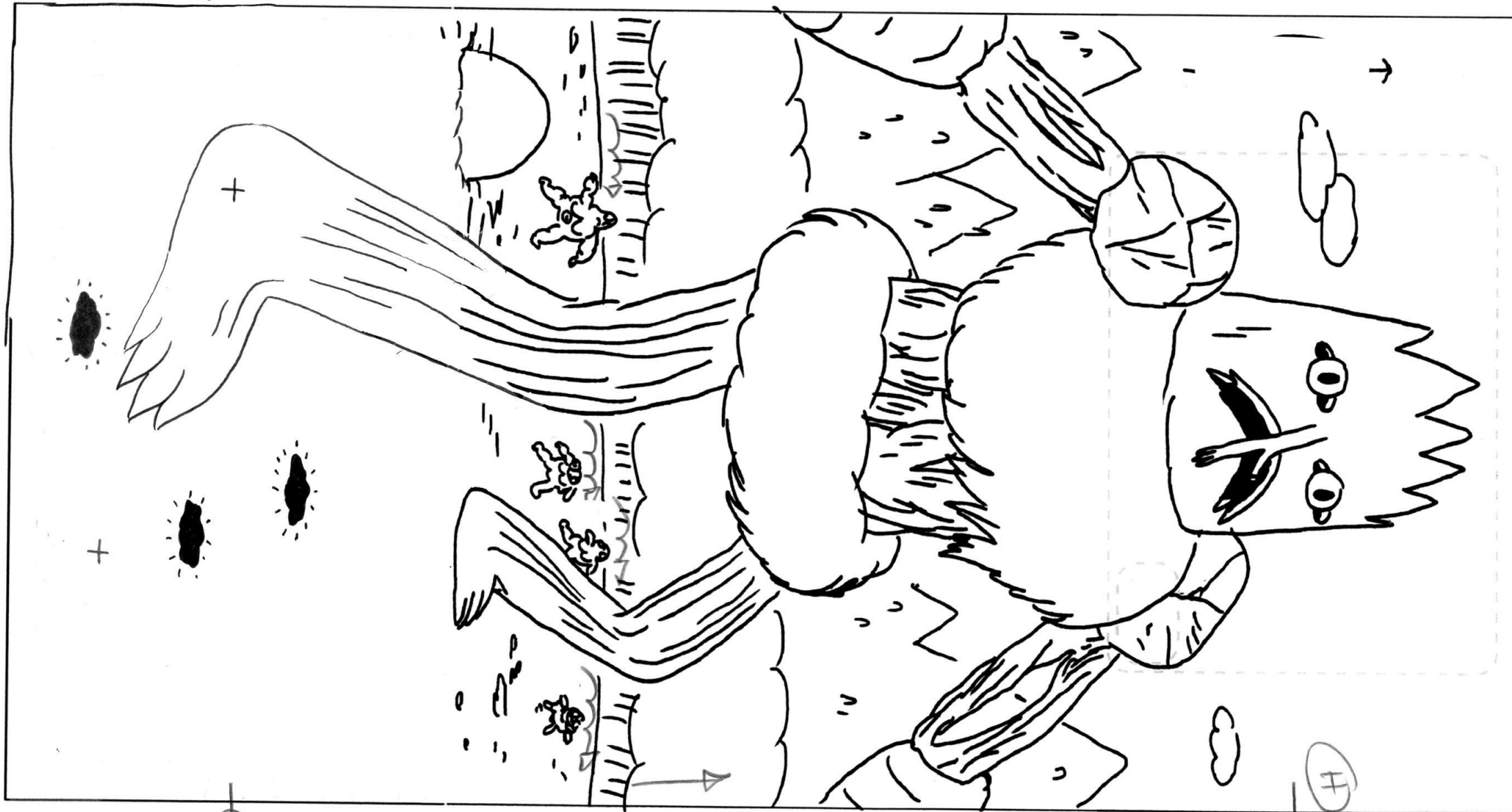
1025/170

ADVENTURE TIME



Page **163**

143 CONT.



Sc. 143
Bg. day night

1025-170

EPISODE #

Production :

JAN 31 2014

1025/170

(5) start

part
pan
up

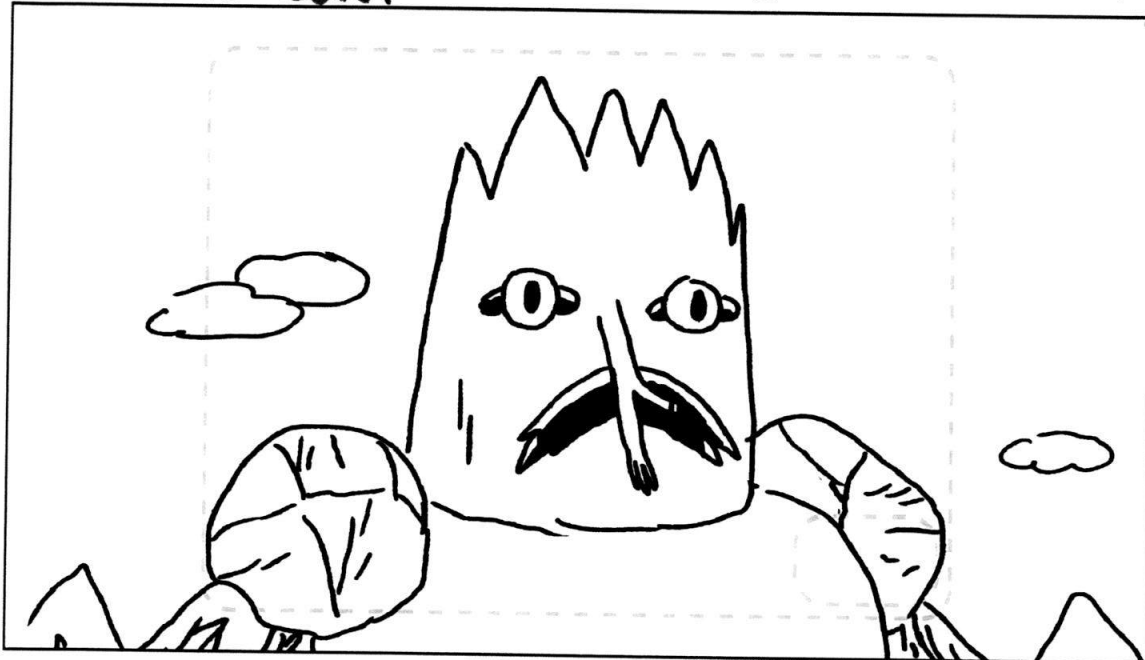
(H) stop
A

ADVENTURE TIME

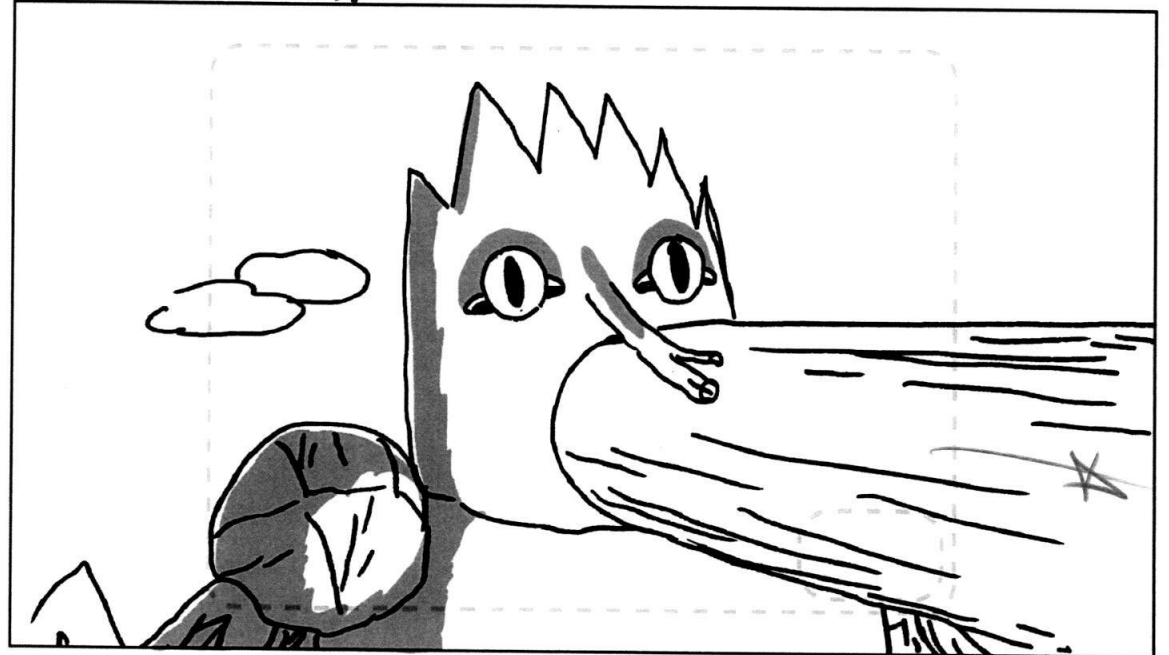


Page **164**

Sc. **143 CONT** Pnl. **I** Bg. day night



Sc. **143 CONT** Pnl. **J** Bg. day night



Dialog:	<u>Darren</u> / YEAH RIGHT.	(SFX) / ZOM!!!!
Action:	- DARREN FIRES ENERGY BLAST FROM MOUTH.	
Timing:		

JAN 31 2014

Cut

1025-170

EPISODE #

Production :

1025/170

CW

ADVENTURE TIME



Sc. 144

Pnl. A

Bg.

day night

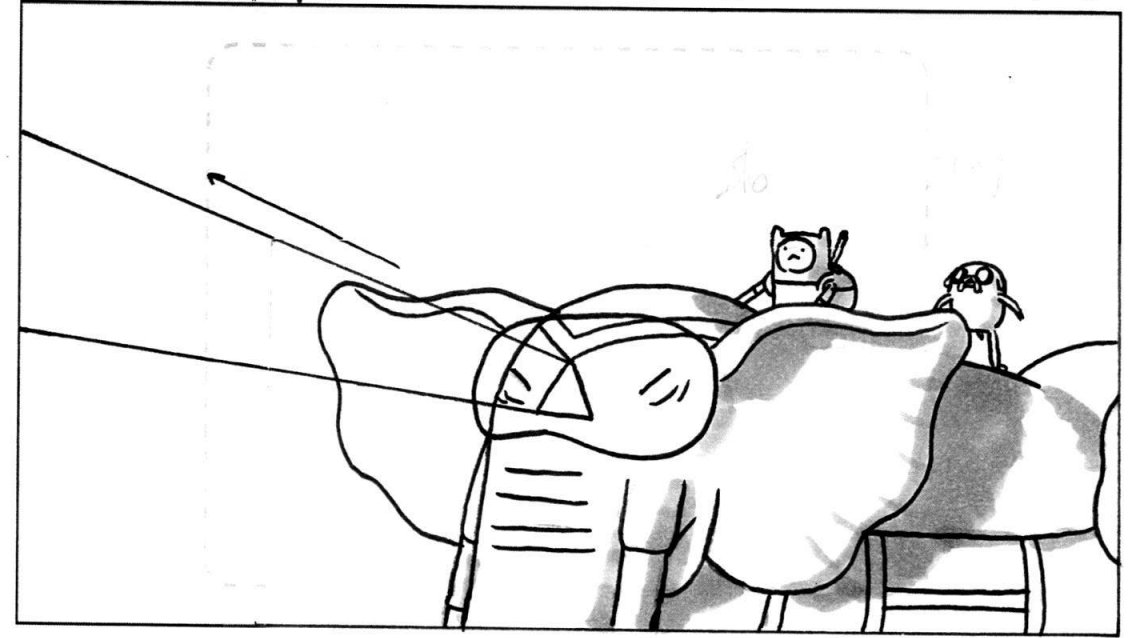


Sc. 144 CONT.

Pnl. B

Bg.

day night



Page 165

HC
CW

1025-170

EPISODE #

Dialog:

sfx/ ZOM :

Action:

APTWE FIRES PSYCHIC BLAST

Timing:

JAN 31 2014

Production :

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ADVENTURE TIME

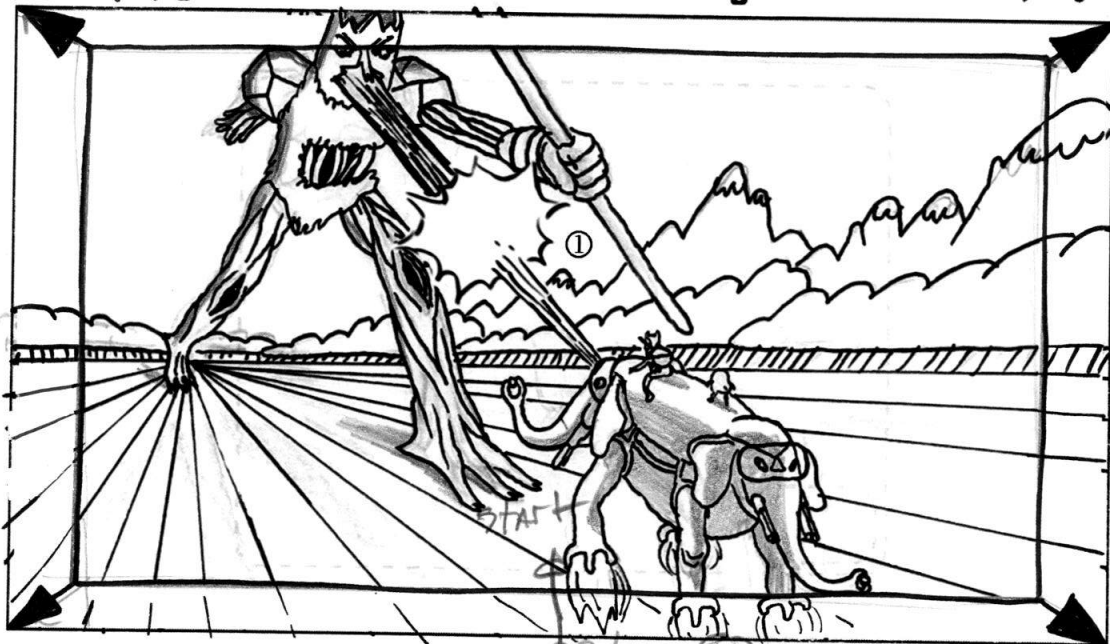


Sc. 145

Pnl. A

Bg.

day night

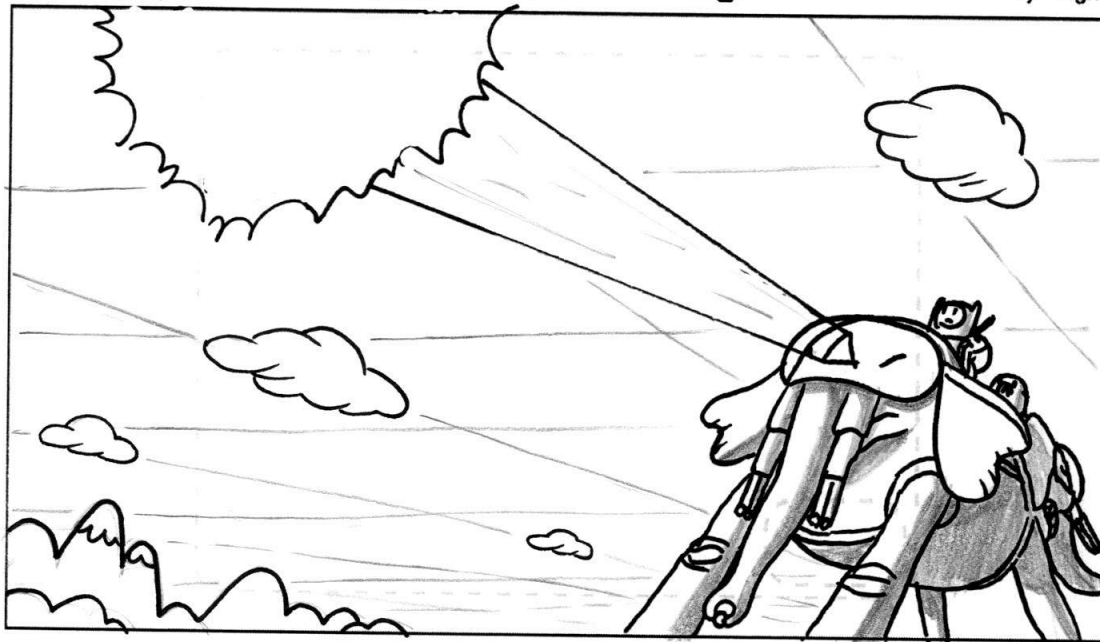


Sc. 146

Pnl. A

Bg.

day night



Dialog:

SFX: *CHOOOM!*

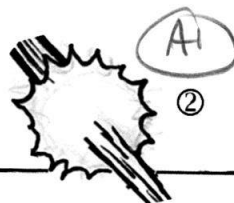
Action:

- APTWE FIRES PSYCHIC BOLT THAT INTERCEPTS DARREN'S BLAST

DARREN'S

- BLAST PUSHES TOWARDS APTWE

Timing:



AI

JAN 31 2014

Production :

EPISODE #

1025-170

1025/170

ADVENTURE TIME



Sc. 147

Pnl. A

Bg.

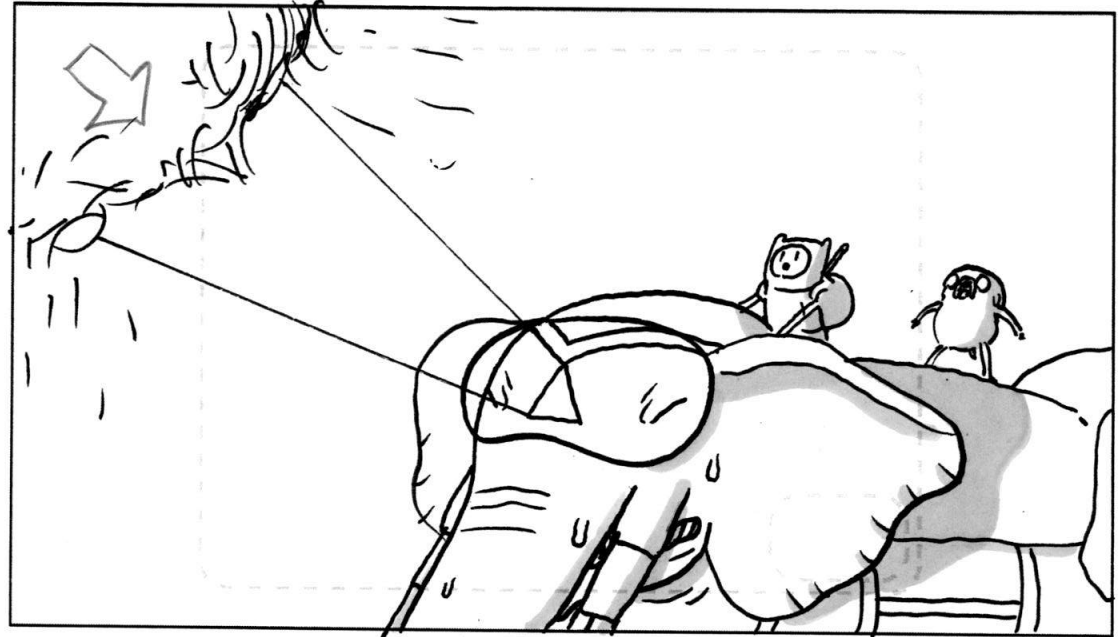
day night

Sc. 148

Pnl. A

Bg.

day night

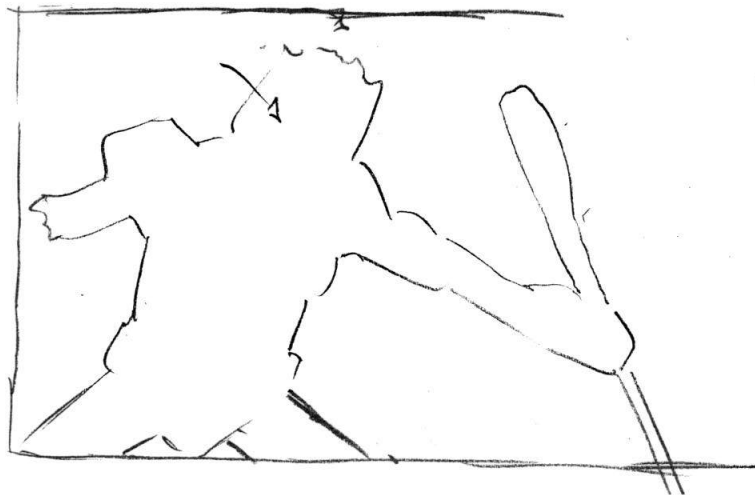


Dialog:

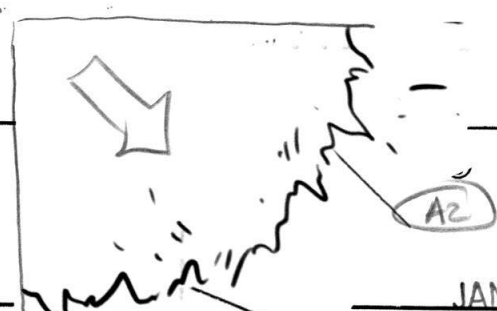
Darren! HAHAAHA

ENERGY BLAST
shimmer into
SC

APTWE/Finn! His weakness is his-



TU CUT OFF BLAST continue pushed TWD APTWE



Blast continues...
FWD

JAN 3 2014

EPISODE #

1025-170

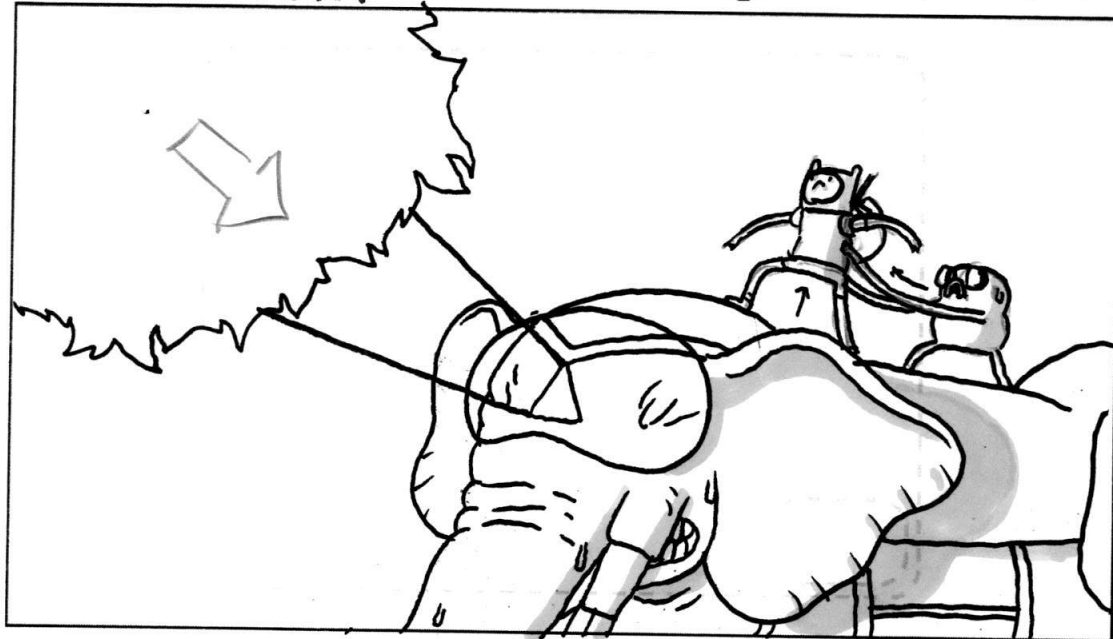
Production :

1025/170

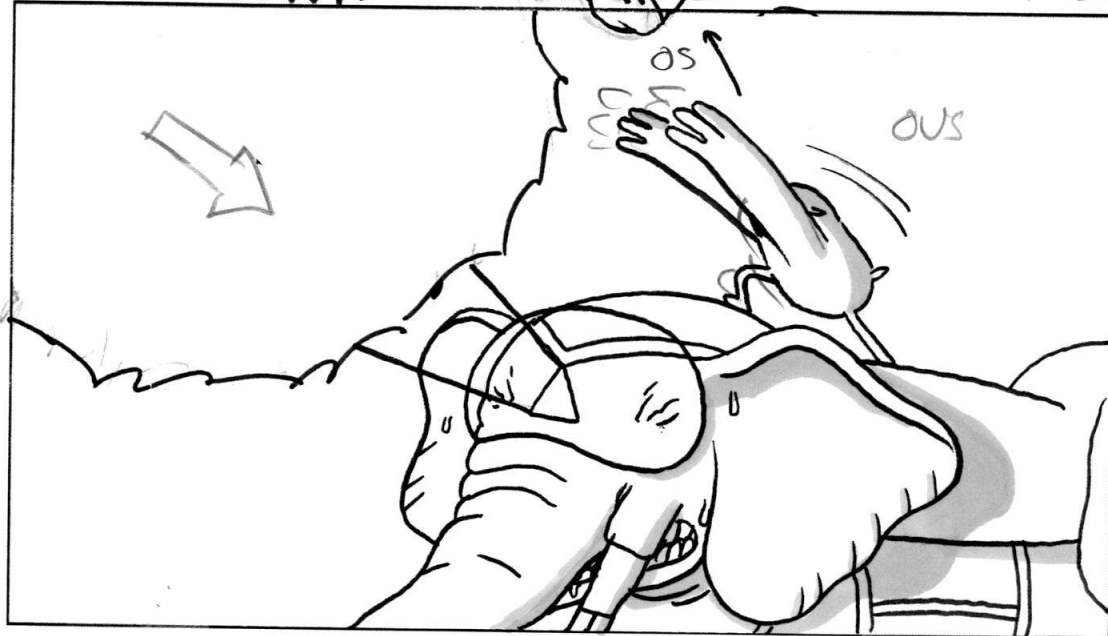
ADVENTURE TIME



Sc. 148 CONT Pnl. B Bg. day night



Sc. 148 CONT. C Bg. day night



Dialog:

APTWE/ brain-seed!

Finn/ OK!

Action:

Timing:



-J. THROWS
FINN OFF'S.

JAN 31 2014

Production :

EPISODE #

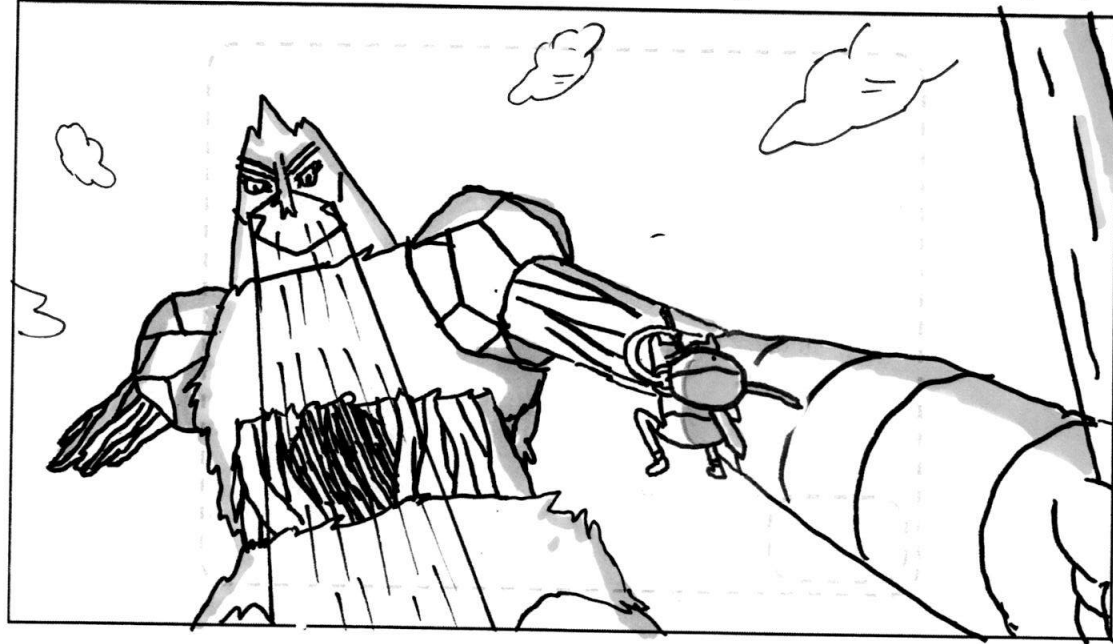
1025-170

1025/170

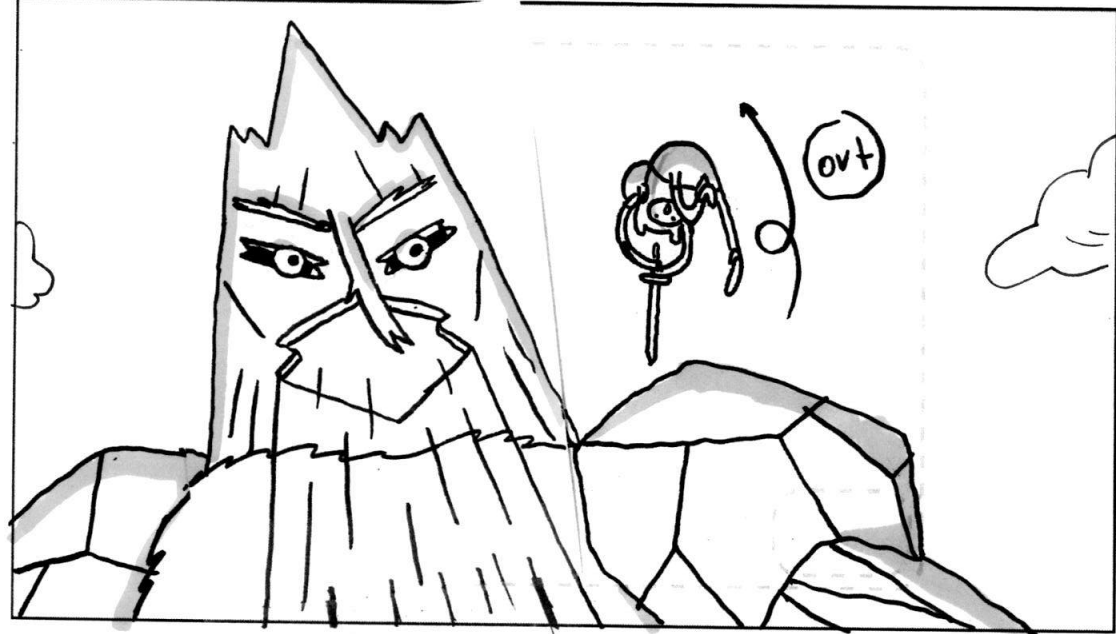
ADVENTURE TIME



Sc. **149** Pnl. **A** Bg. day night



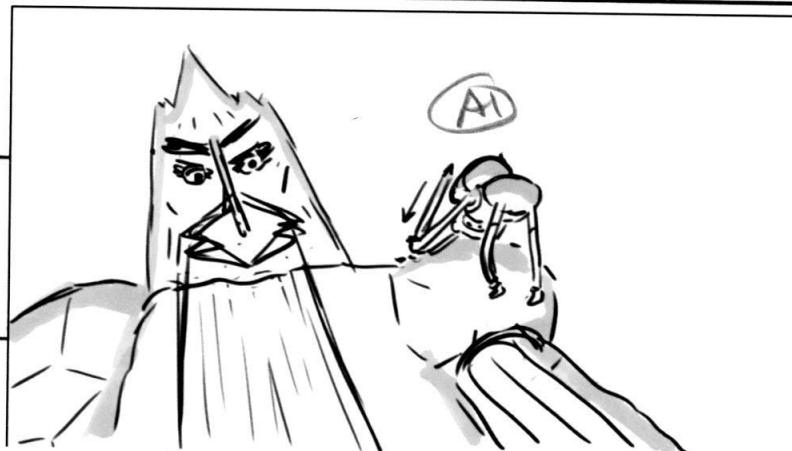
Sc. **149 CONT** Pnl. **B** Bg. Page **169**
169A-NEXT
day night



Dialog: ANIMATE DARREN & BG TWO Cam w/ P.O.V. Change Finn/ woop woop woop !

Action: - F. SCARS TOWARDS DARREN'S HEAD.

Timing: - F. FLIPS THROUGH AIR.



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1025-170

EPISODE #

Production :

1025/170

ADVENTURE TIME

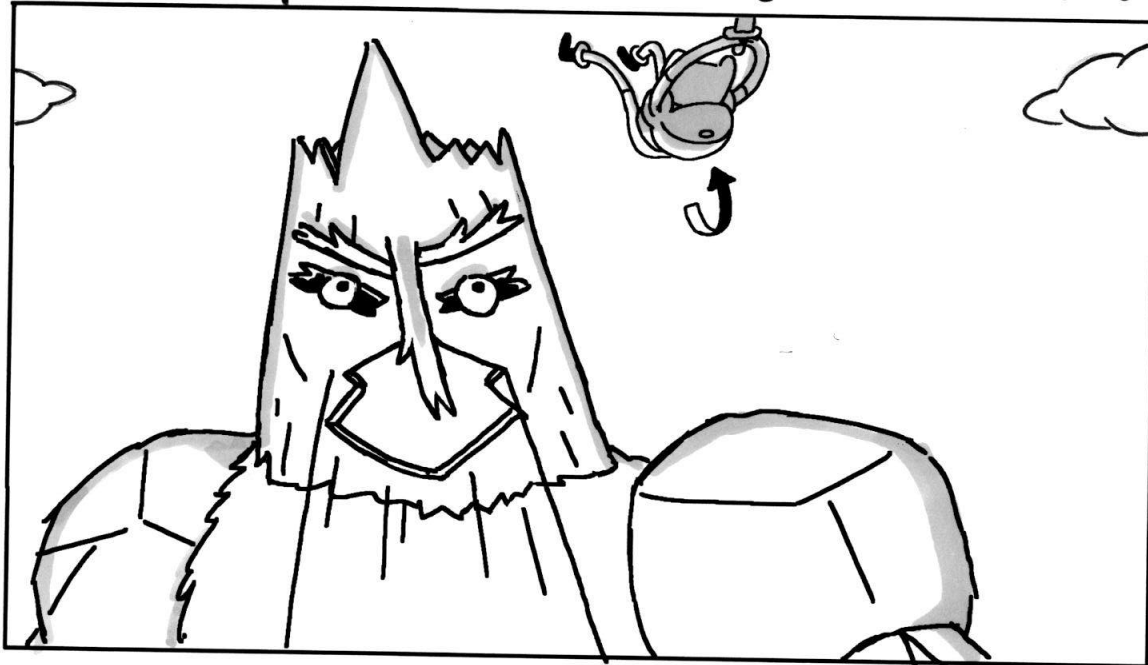


Sc. 149 **CONT**

Pnl. C

Bg.

day night

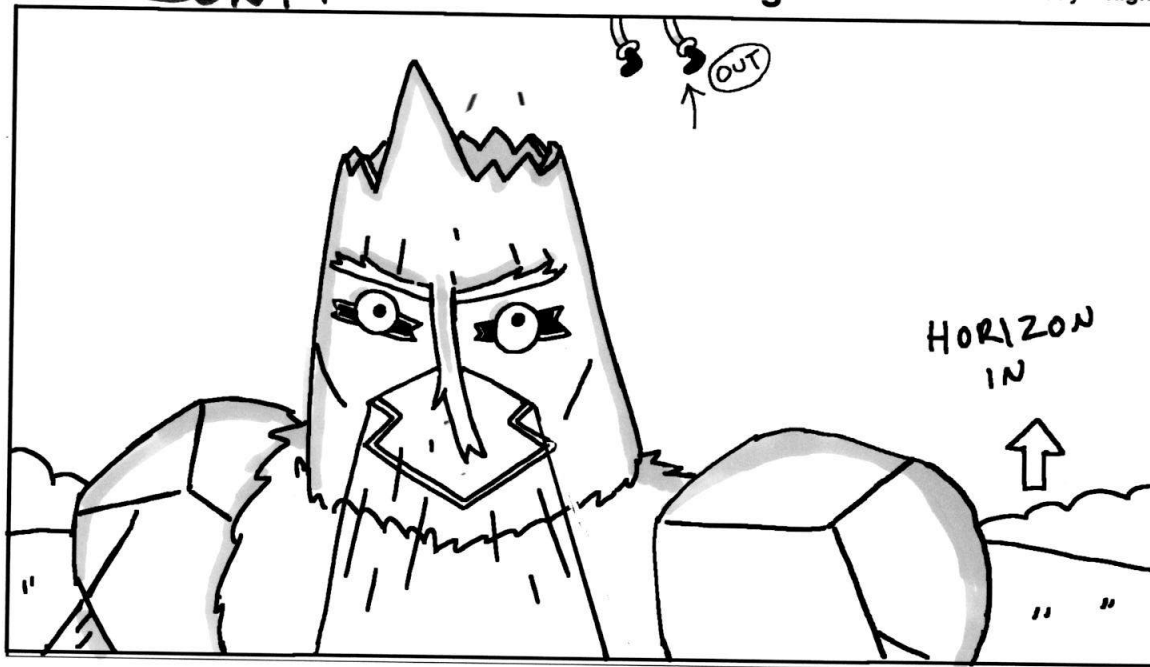


Sc. 149 **CONT.**

Pnl. D

Bg.

Page 169A
170. NEXT
day night



Dialog:

Action:

Timing:

JAN 31 2014

1025/170

EPISODE # 1025-170

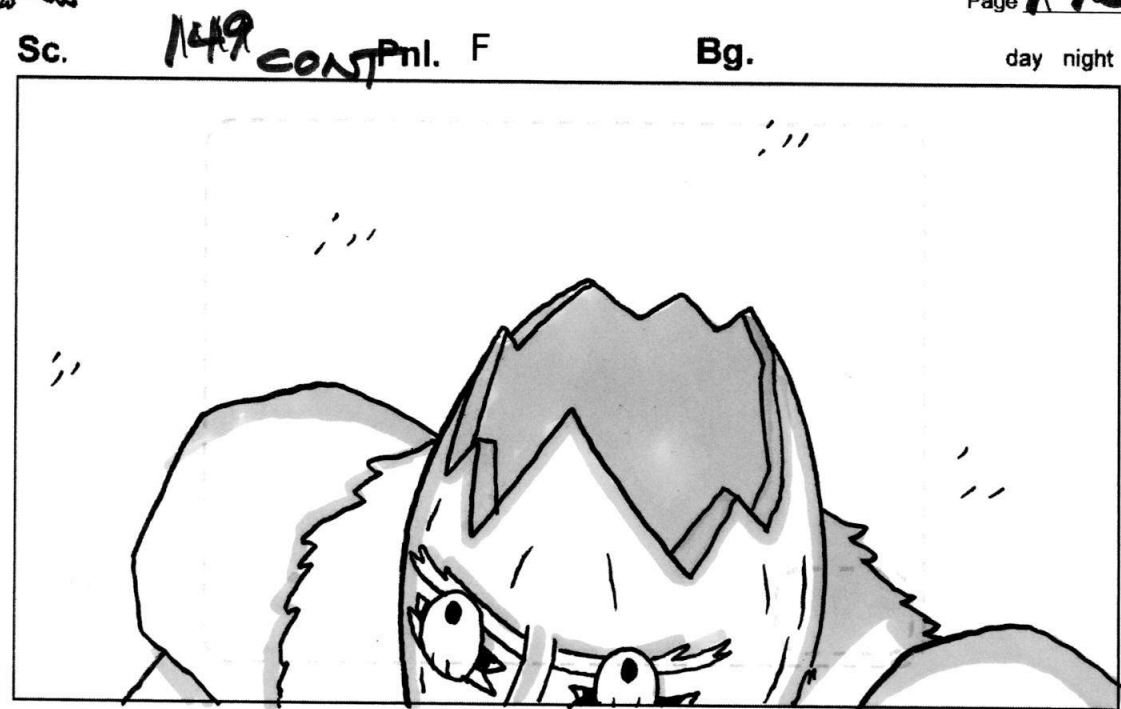
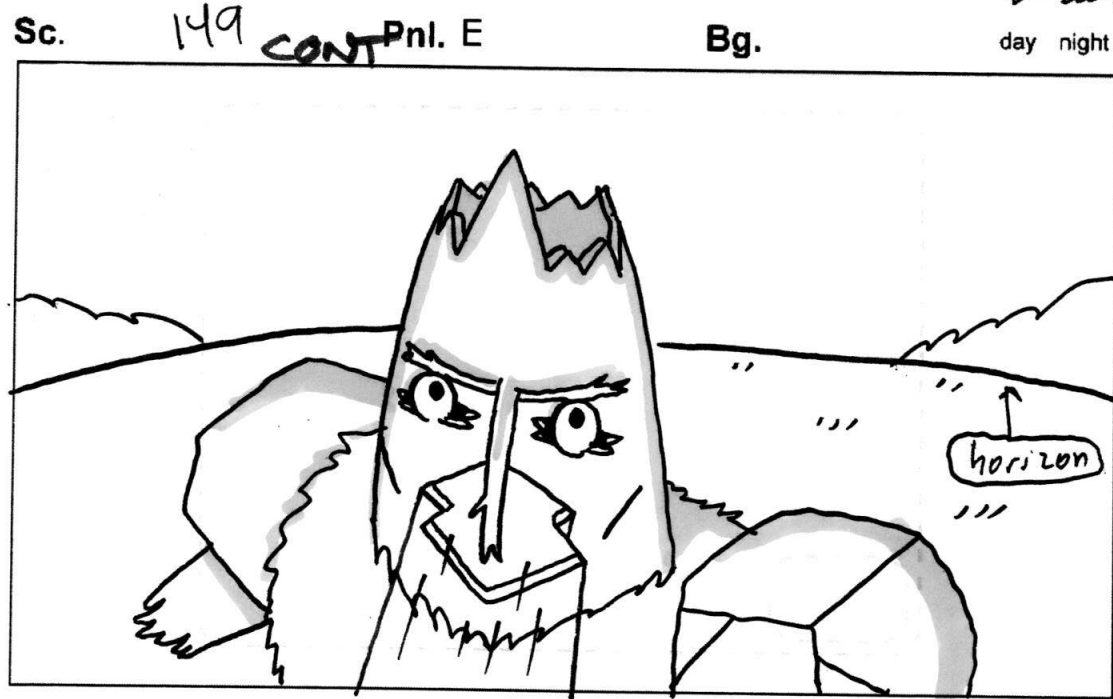
Production:

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ADVENTURE TIME



Page **170**



Dialog:	
Action:	- ANIMATED CAM MOVE
Timing:	

JAN 31 2014

EPISODE # 1025-170

Production :

1025/170

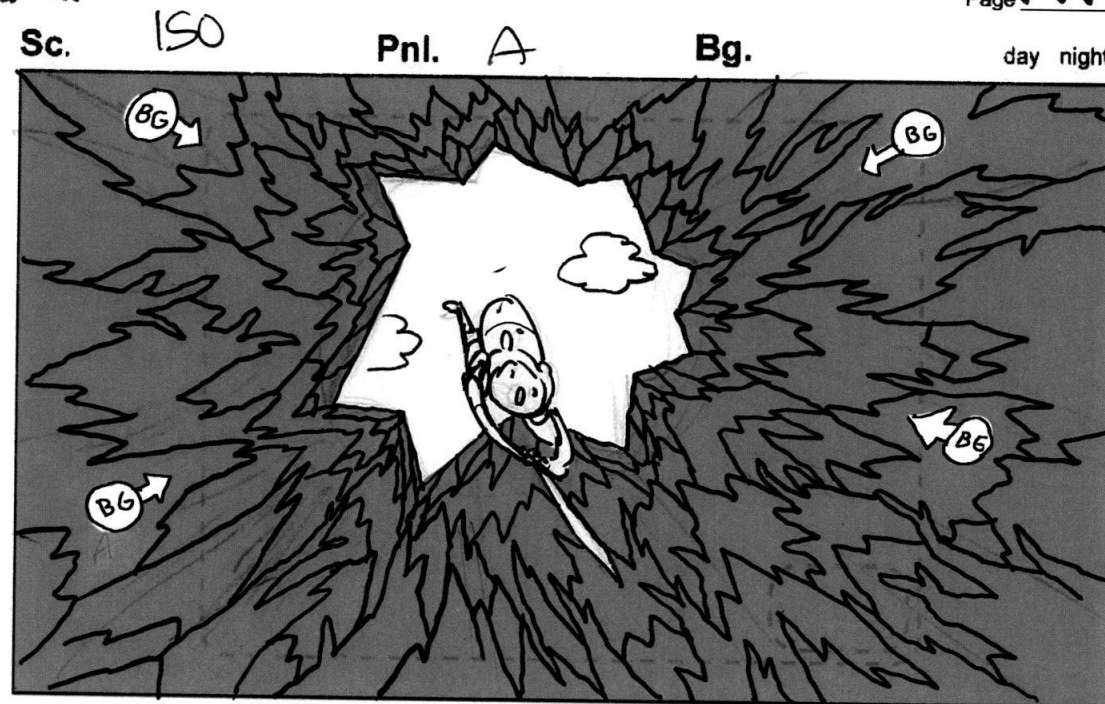
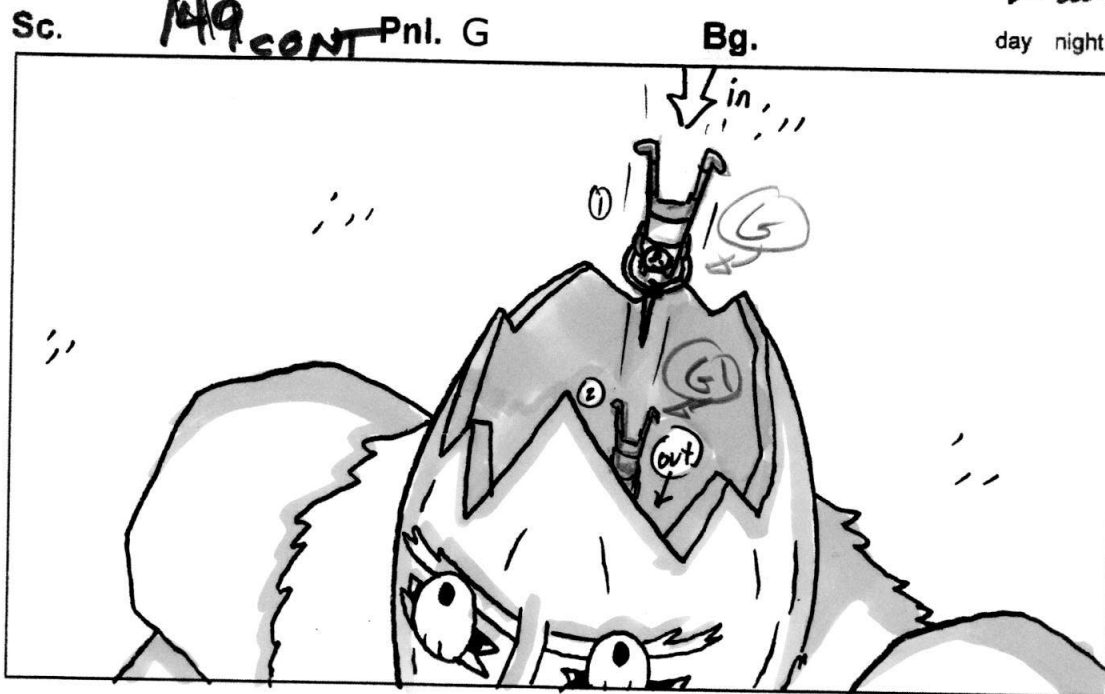
1025/170

ADVENTURE TIME



Handwritten: Hu ant

Page **171**



Dialog:

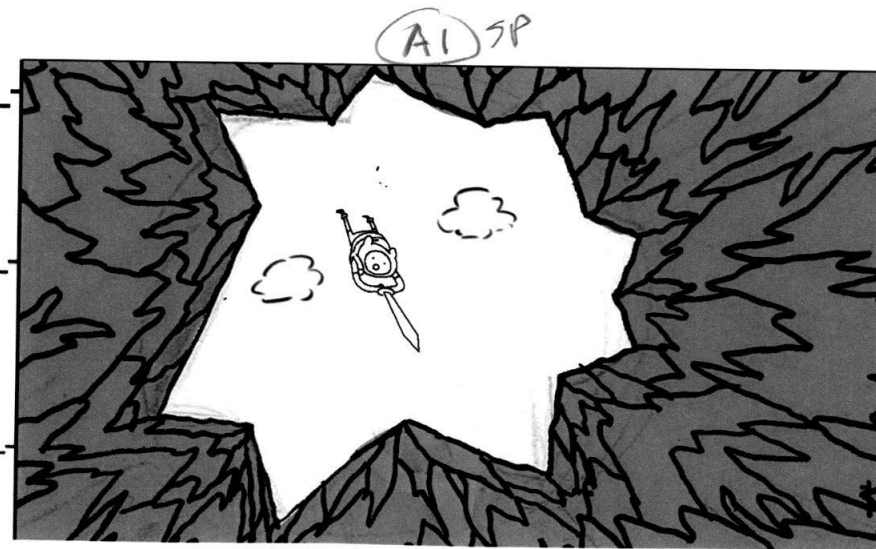
Finn/ WHOOO →

Action:

- F. DROPS ON/5 INTO DARREN'S HEAD.

Timing:

ANIM BG AWAY w/ ANIM FIN FWD to (A) Scale Size



EPISODE #

1025-170

JAN 31 2014

Production :

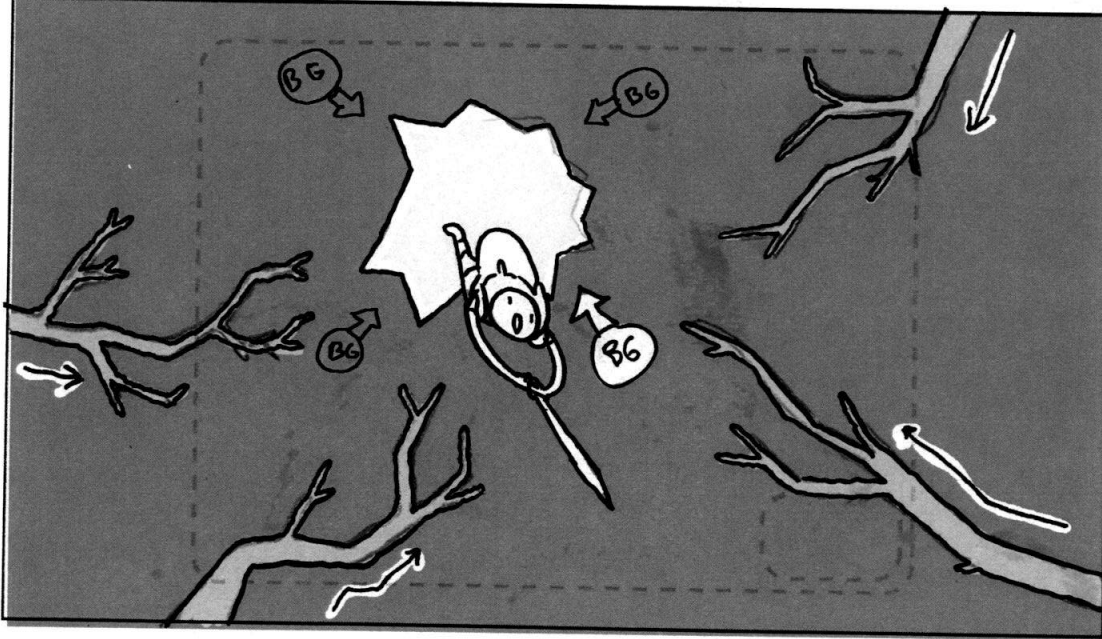
1025/170

ADVENTURE TIME



Page **172**

Sc. 150 CONT Pnl. B Bg. day night



Sc. 150 CONT Pnl. C Bg. day night



Dialog:	Finn / WOOO	Cent Anim BG & stem Branches AWAY From Camera	Finn / AAHH!!
Action:			
Timing:			

JAN 31 2014

EPISODE #

1025-170

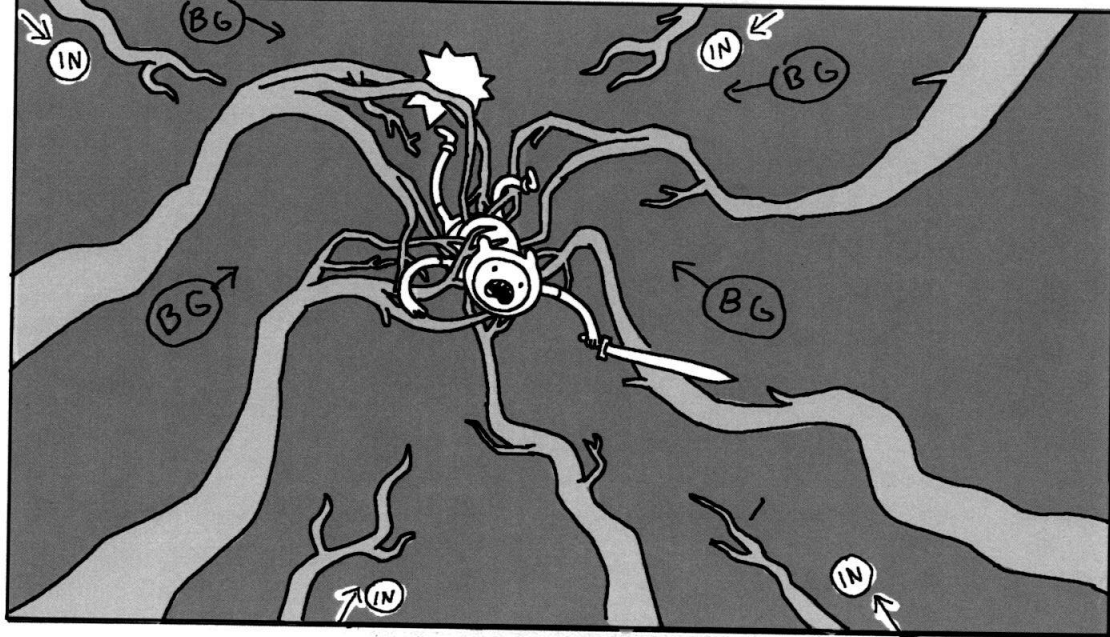
Production :

1025/170

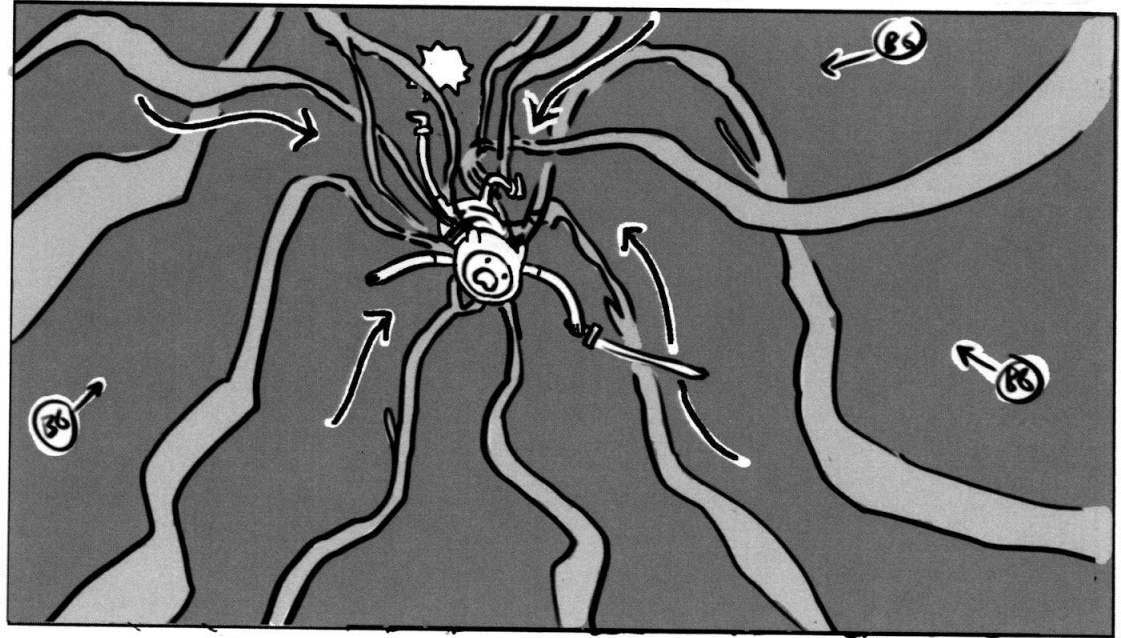
ADVENTURE TIME



Sc. **150 CONT** Pnl. **D** Bg. day night



Sc. **150 CONT.** Pnl. **E** Bg.



Page **173**
173A-NEXT
day night

Dialog:	Cont ANIM BG & Branch stems grab 2 Fin.
Action:	Fin: Grows!!
Timing:	

JAN 31 2014

EPISODE #

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Production :

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1025/170

ADVENTURE TIME



Sc. 150 **CONT** Pnl. F

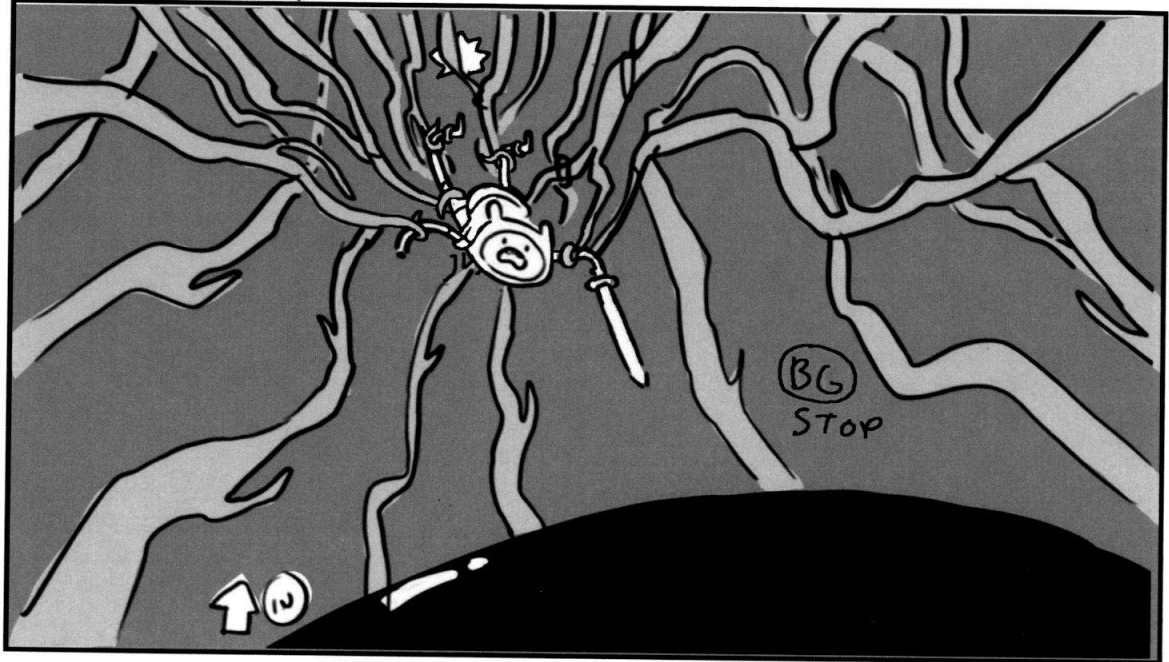
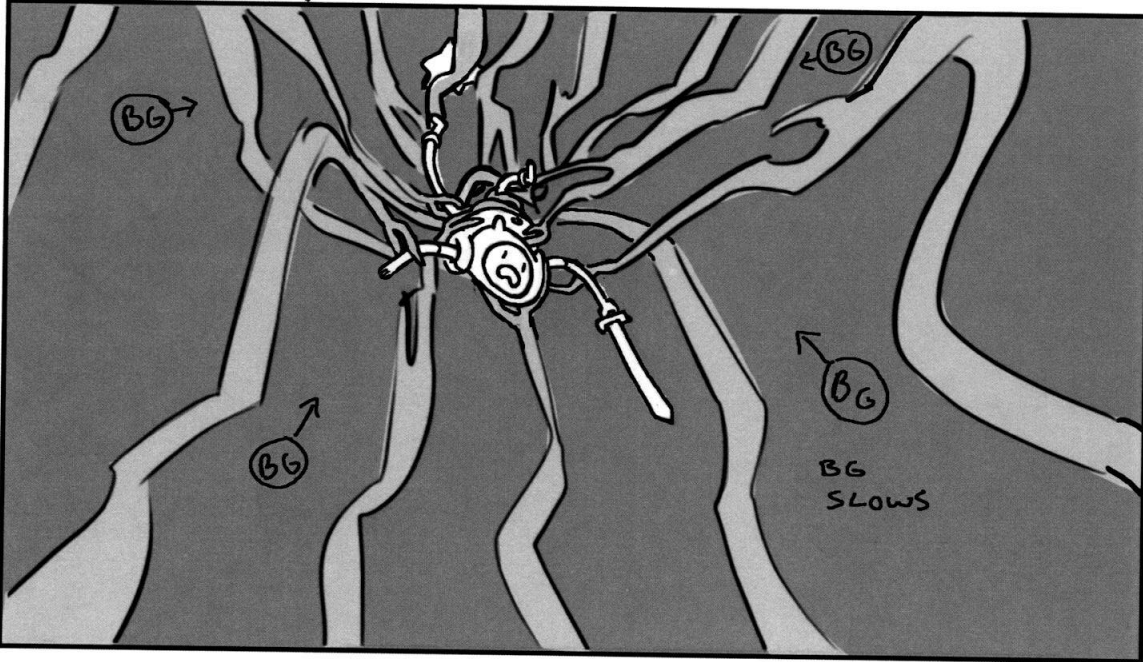
Bg.

day night

Sc. 150 **CONT.** Pnl. G

Bg.

Page 173A
173B-NEXT
day night



Dialog:	ANIM BG slows w/ Approach <u>Brain SEED</u> . Branch stems gather around FIN.
Action:	FIN cont grunts
Timing:	

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EPISODE # 1025-170

Production:

1025/170

ADVENTURE TIME



HV
cut

Page 173B

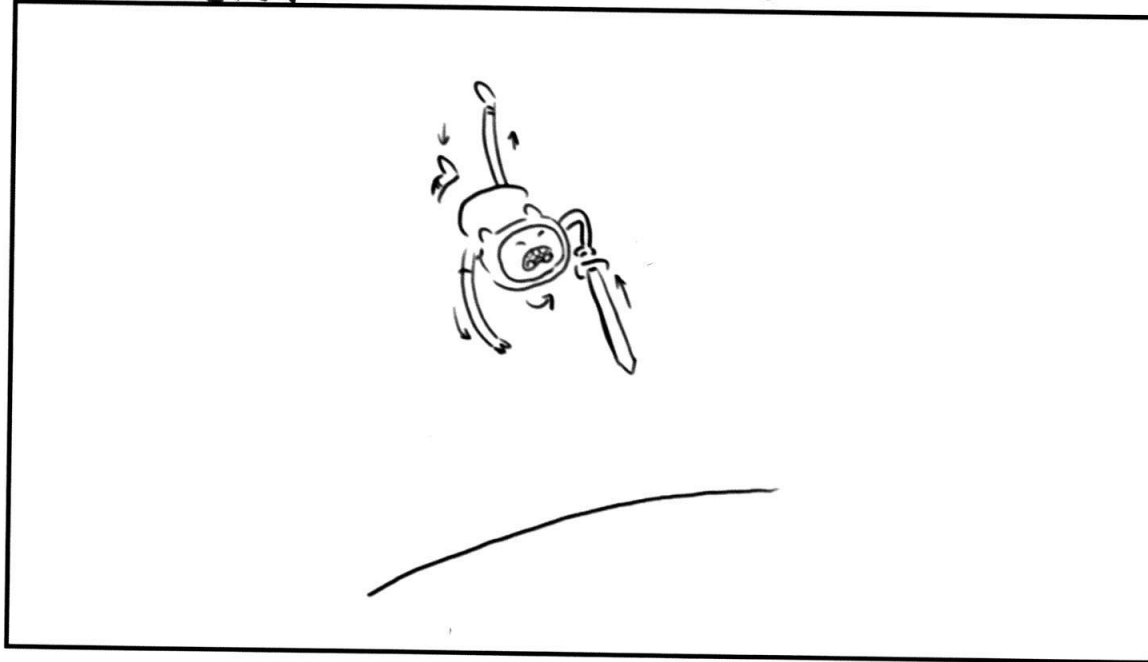
173C. NEXT
day night

Sc. 150 **CONT**

Pnl. H

Bg.

day night



Sc. 150A

Pnl. A

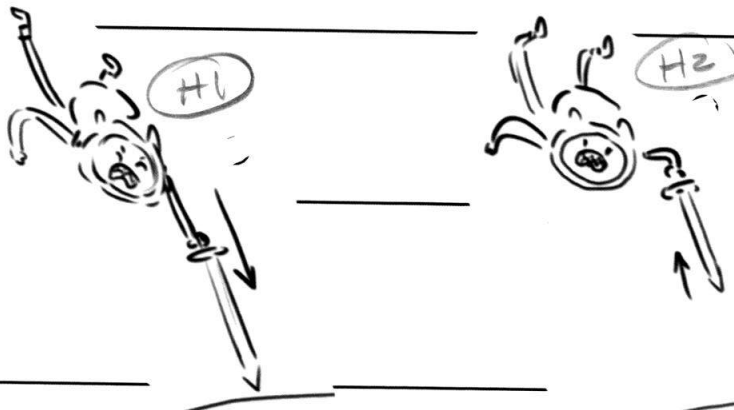
Bg.



Dialog:

F/ [grunt]

Action:



Timing:

JAN 31 2014

EPISODE # 1025-170

Production:

1025/170

ADVENTURE TIME



cut

Page 173C

173D-NEXT
day night

Sc. 150A **CONT** Pnl. B

Bg.

day night



Dialog:

F/ Ahhhh!

Action:

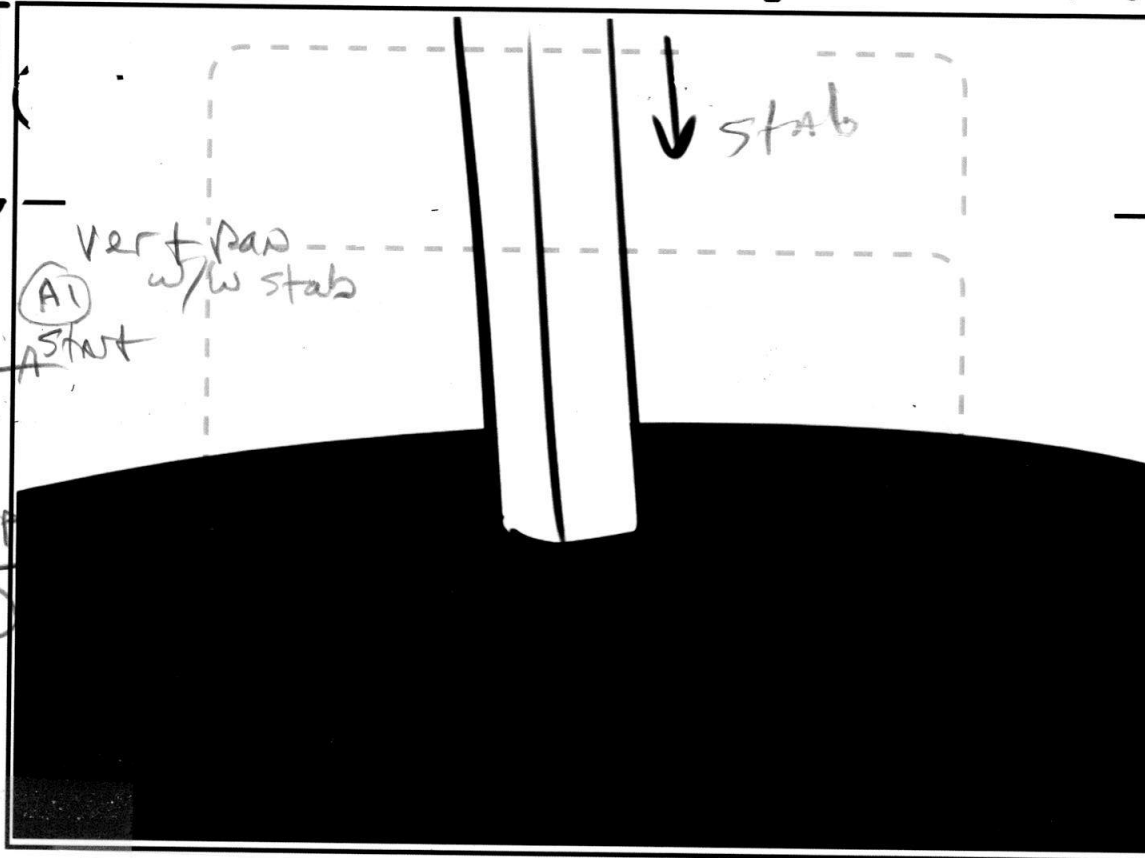
stab brain-seed

Timing:

Sc. 150B

Pnl. A

Bg.



stop
A
A

vert + pan
w/w stab

stab

A start vert
pan

stab
(IN)

JAN 31 2014

1025/170

Production:

EPISODE #

1025-170

cut

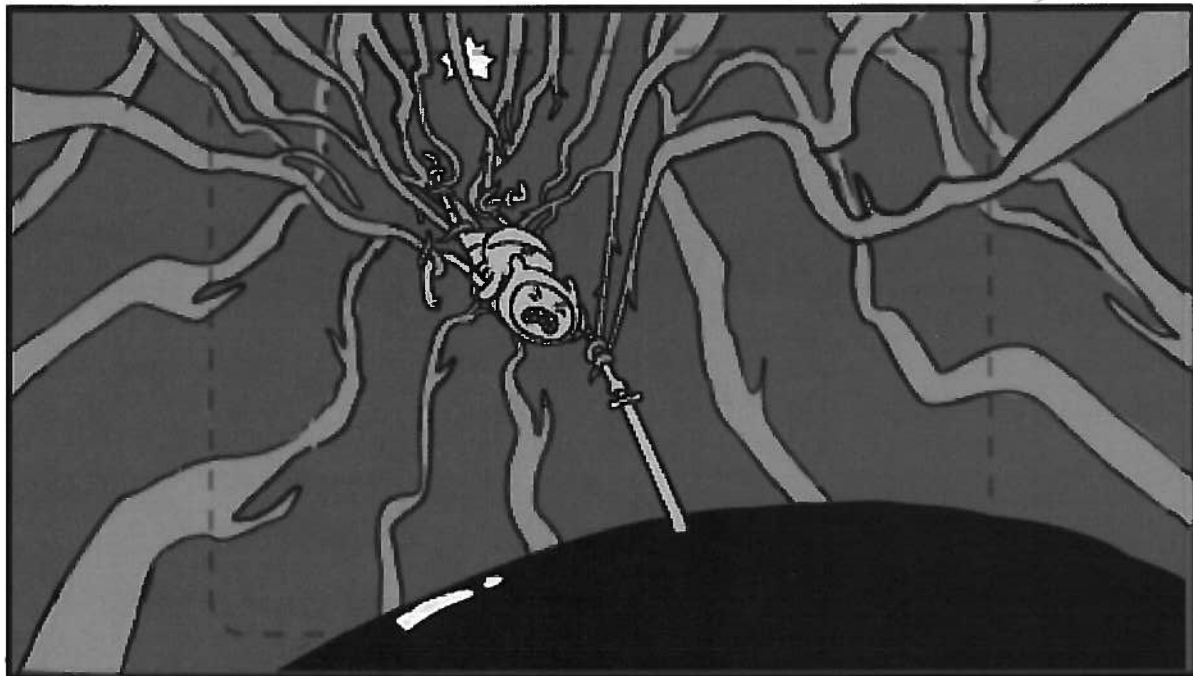


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Page 173D

173E Next

day night



day night



Timing:



BI

Brain Seed CRACK
(Fractures) w/ Light
shoot out

100-171

— — — — —

1025/170

ADVENTURE TIME



Sc. 150C **CONT**

C

Bg.

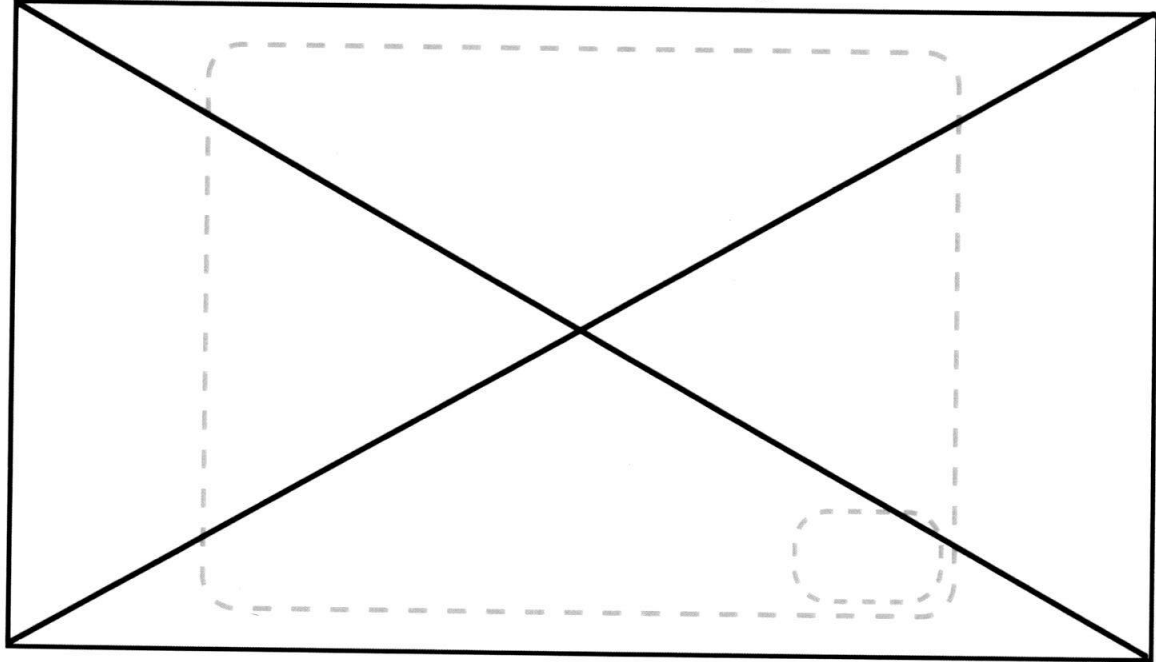
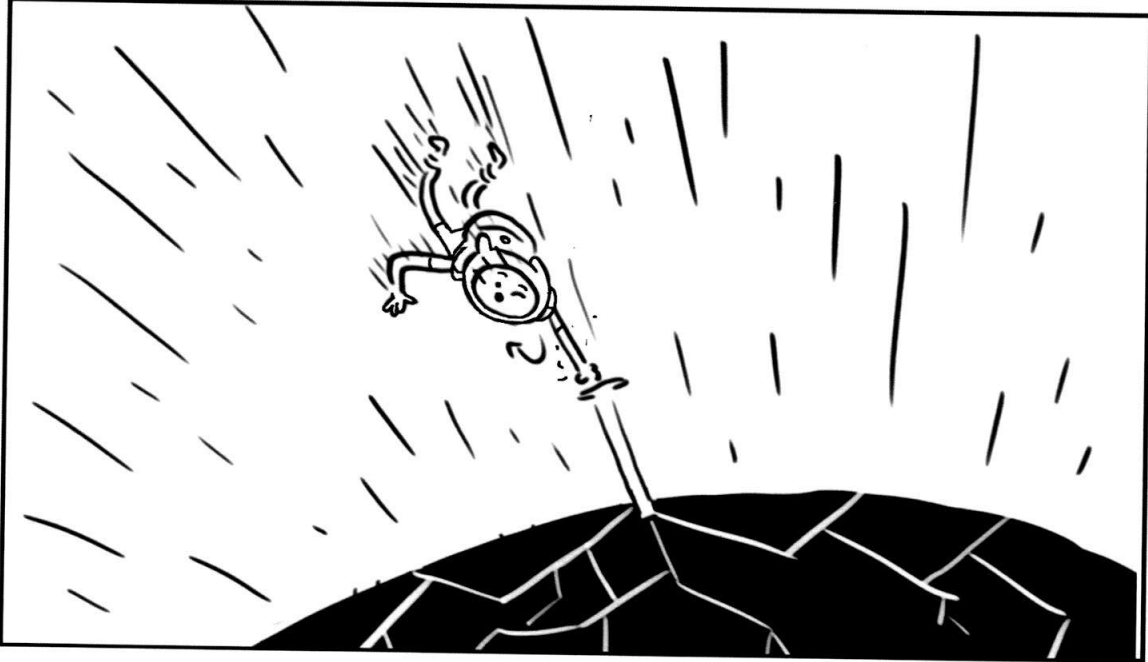
day night

Sc.

Pnl.

Bg.

Page 173E
174. NEXT
day night



Dialog:

Action: *White light shoots out of the cracks & fills frame*

Timing:

JAN 31 2014

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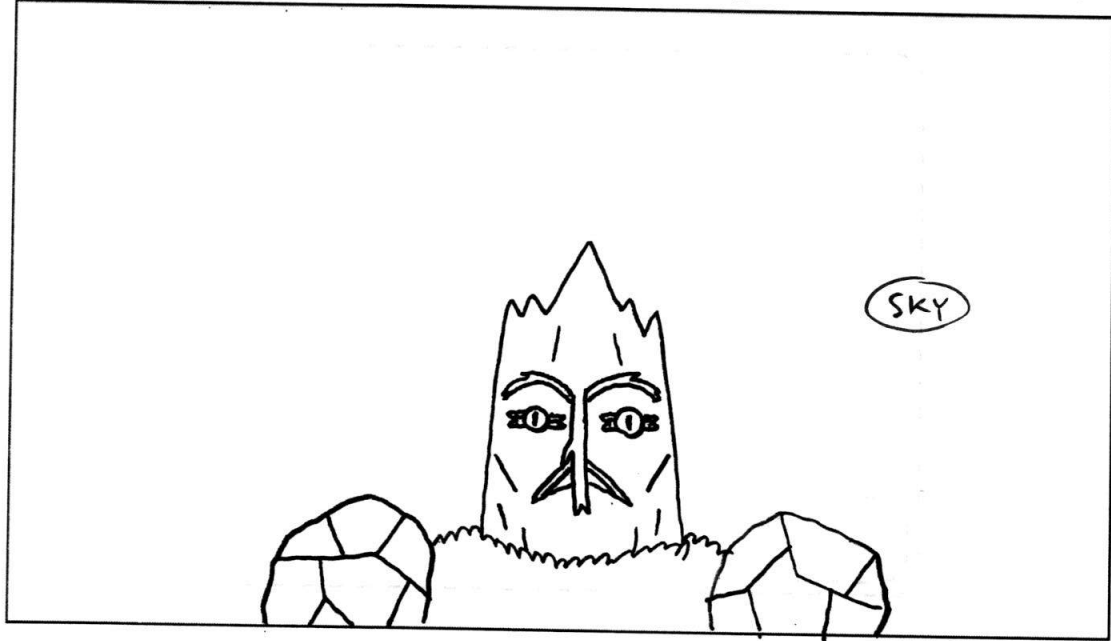
EPISODE # 1025-170

Production:

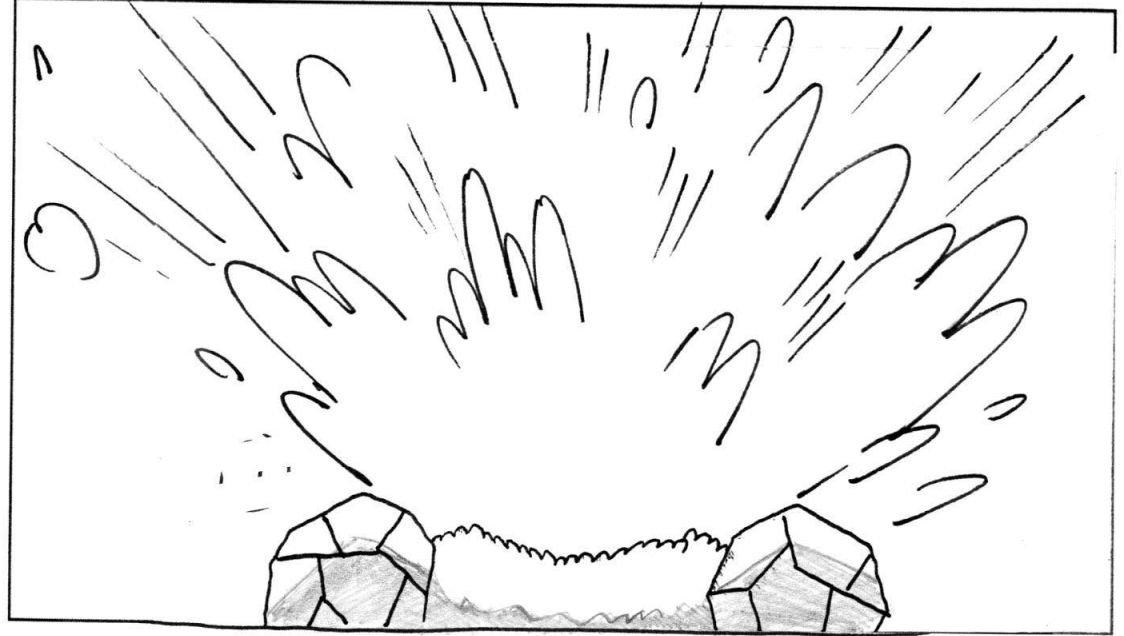
ADVENTURE TIME



Sc. **151** Pnl. **A** Bg. day night



Sc. **151 CONTR** Pnl. **B** Bg. day night



Dialog: Darren/ Thankyou

Action: BOOM

Timing: (BI)



-DARREN'S HEAD EXPLODES.

JAN 31 2014

EPISODE #

1025-170

Production :

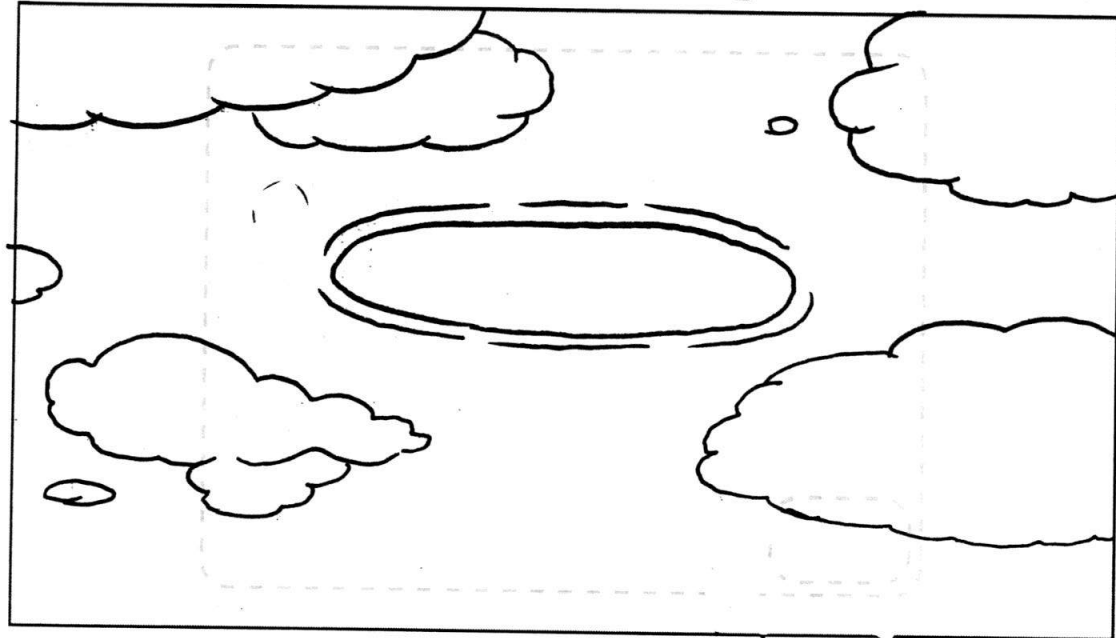
1025/170

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ADVENTURE TIME

Sc. **152** Pnl. **A** Bg. day night



Sc. **153** Pnl. **A** Bg. day night



Dialog:

Action:

Timing:

A1

portal closes

A2

sparks fly out of neck

A1

Handwritten initials

EPISODE #

1025-170

Production :

JAN 31 2014

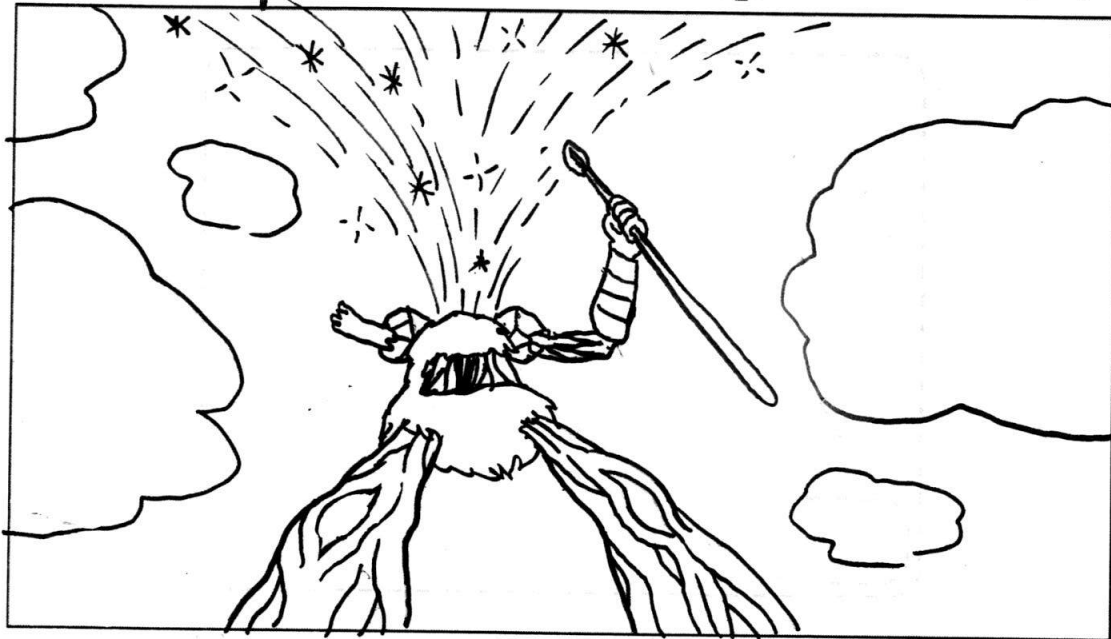
1025/170

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ADVENTURE TIME



Sc. 154 Pnl. A Bg. day night



Sc. 155 Pnl. A Bg. day night

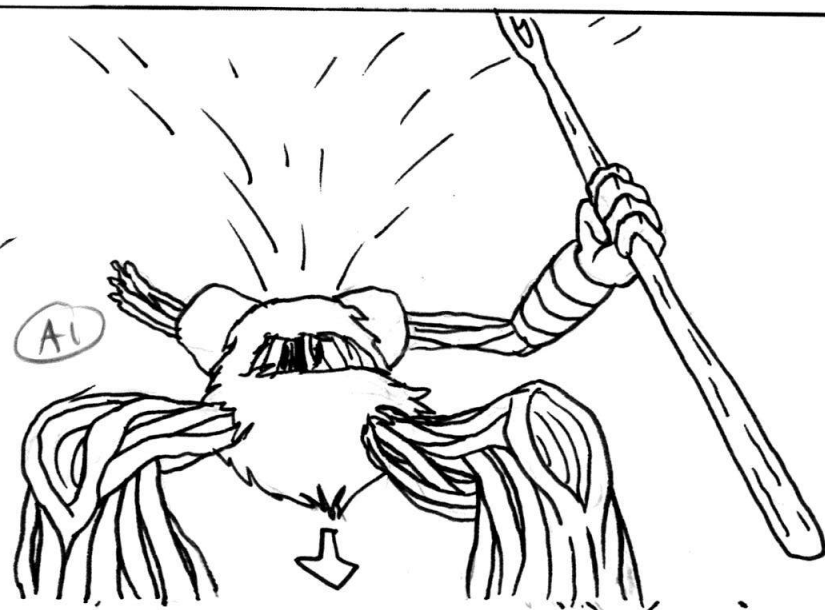


Dialog:

Action:

Timing:

DARREN FALLS TO KNEES.



Jake! woahh!

(A1)



(A2)

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Production :

EPISODE #

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1025/170

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Cut

ADVENTURE TIME



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Sc. 156 Pnl. A Bg. day night

Sc. 156 Pnl. B Bg. day night

Dialog:

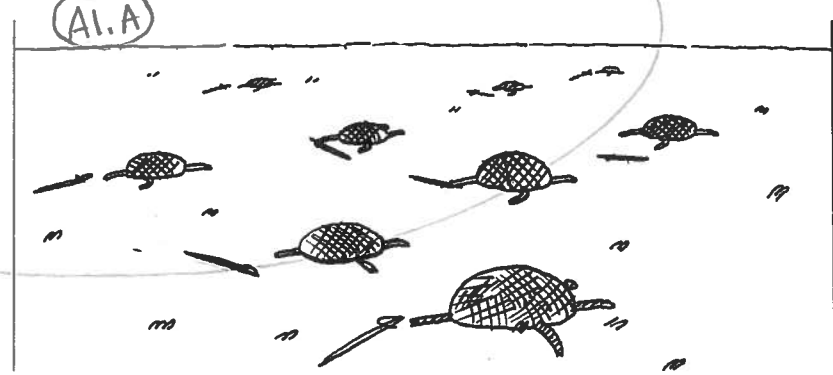
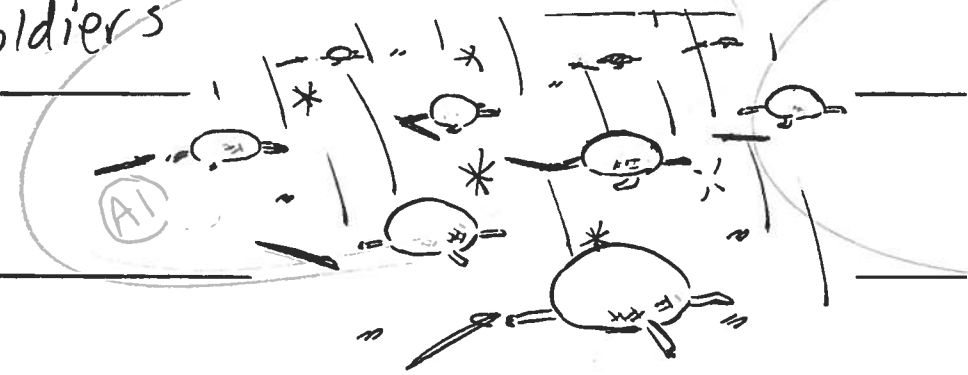
CANDY SOLDIERS [walla] hvh? what?
I'm alive?

Action:

- sparks rain down on fallen
candy soldiers

- CANDY SOLDIERS ARE REVIVED.

Timing:



EPISODE #

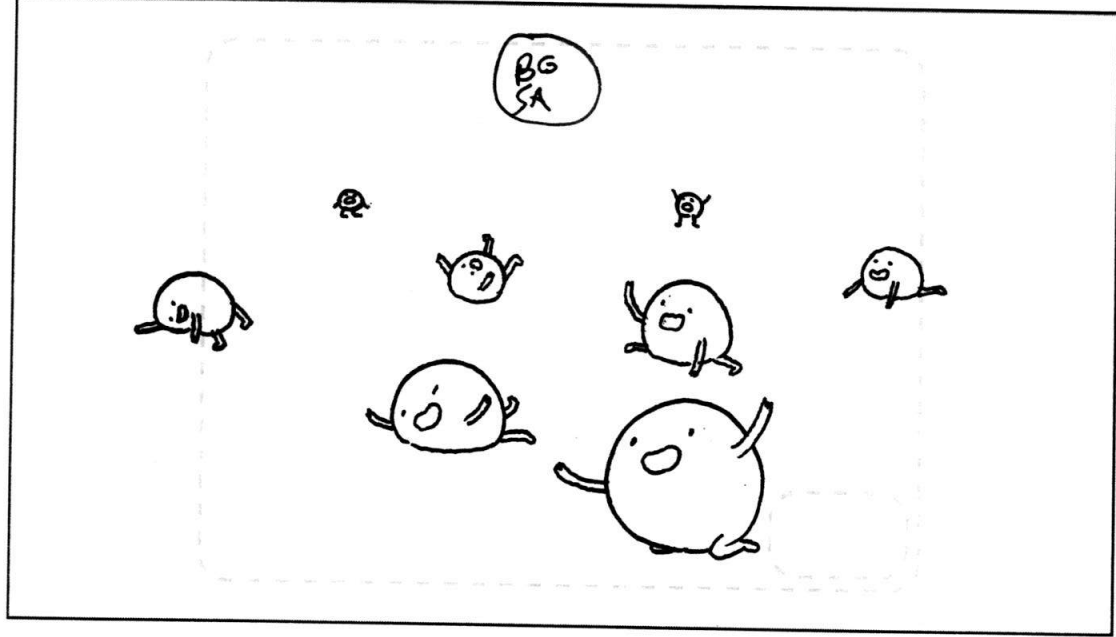
Production :

1025-170

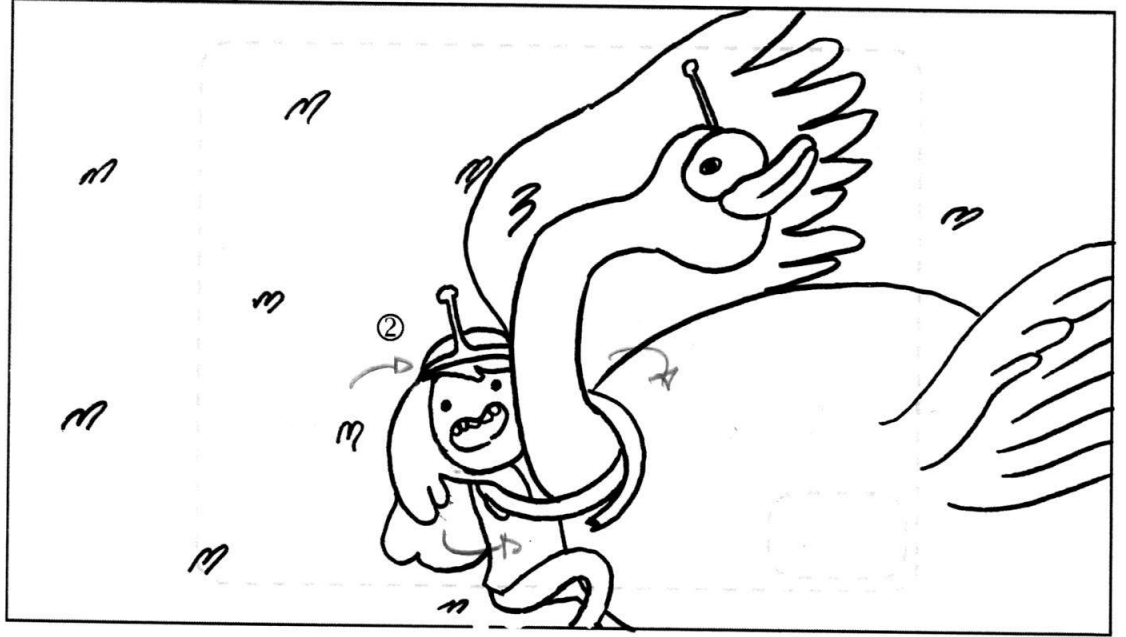
ADVENTURE TIME



Sc. **156 CONT** Pnl. **C** Bg. day night



Sc. **157** Pnl. **A** Bg. day night



Dialog:
CANDY SOLDIERS (walla) Yeaaa!!

PB/ Yeahh!!
swank/ honk!!

Action:

Timing:



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Production :

1025/170

ADVENTURE TIME



Sc.

158

Pnl.

A

Bg.

day night

Sc.

159

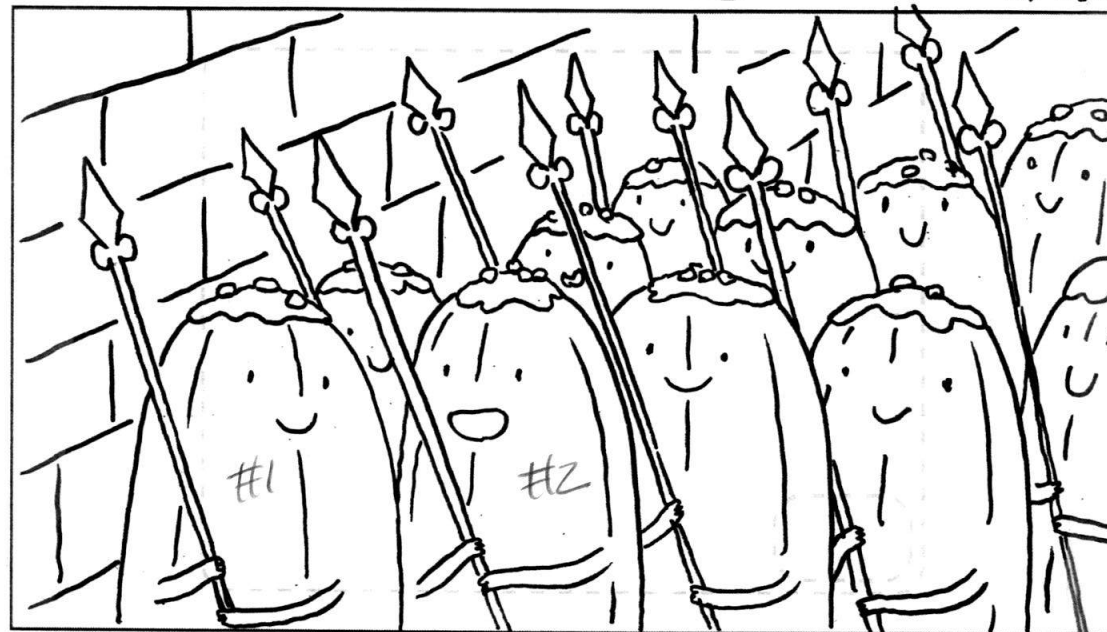
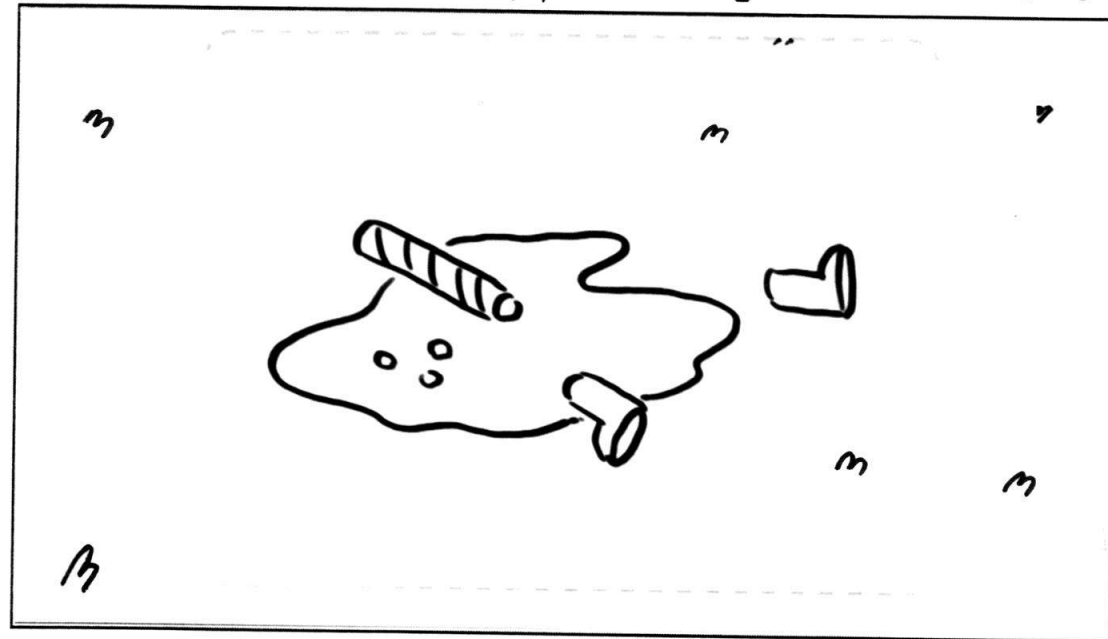
Pnl.

A

Bg.

day night

Page 179



Dialog:

CANDY PEOPLE: (walla) crowd cheering

Banana Guard / Well I guess my kids still have a daddy.

(ALT) WHAT A RELIEF, MAN.

Action:

rootbeer guy still dead

JAN 3 1 2014

Timing:

EPISODE #

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Production :

1025/170

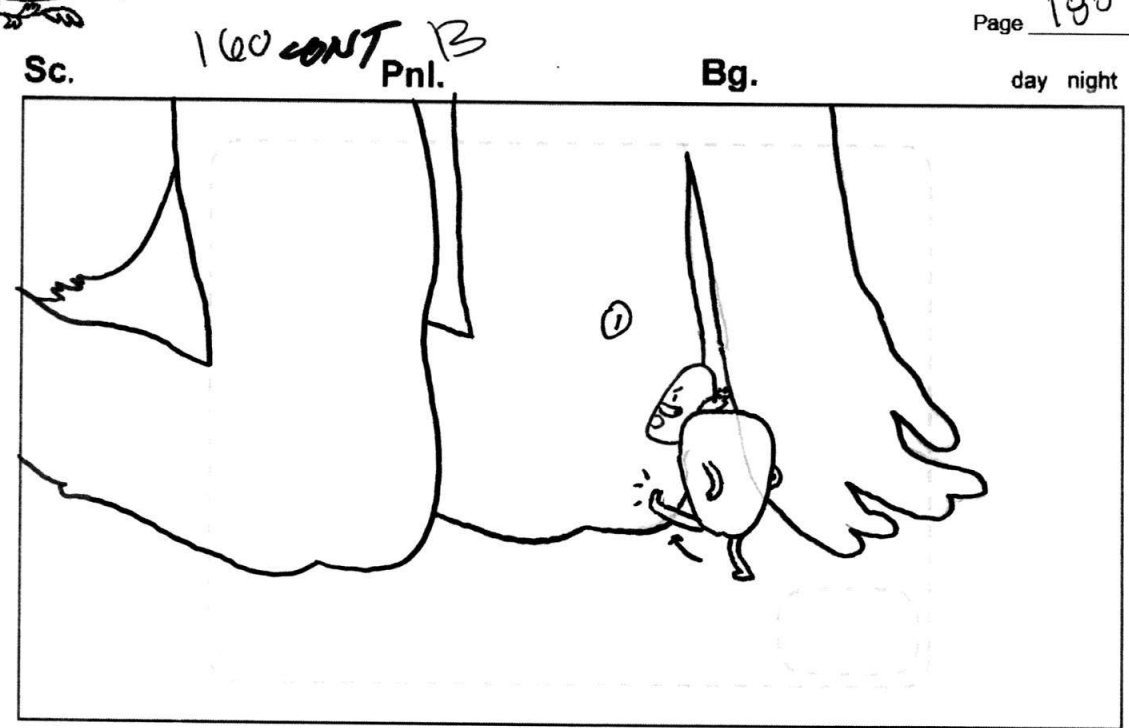
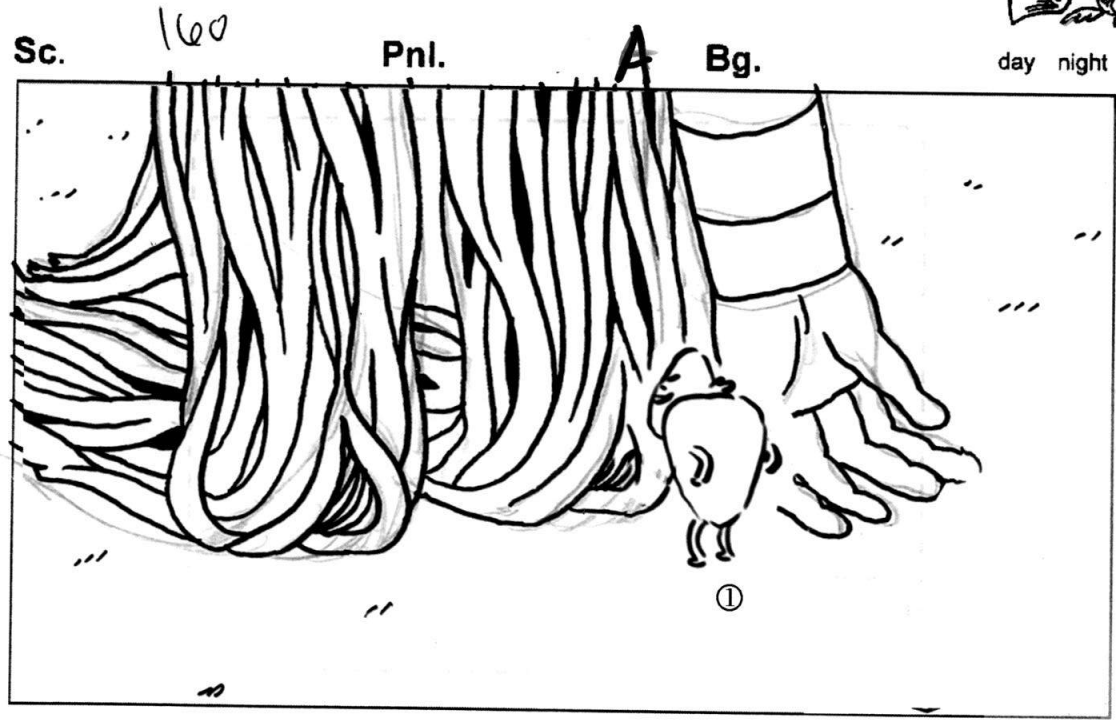
1025/170

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1025/170

act

ADVENTURE TIME



Dialog:	Colonel Candy Corn / ① B A M ! ② Ya dope!	
Action:	- CCC RUNS AW/S.	- CCC KICKS DARREN IN THE KNEE
Timing:	(A1) ②	(B1) ②

act

EPISODE #

Production:

1025-170

1025/170

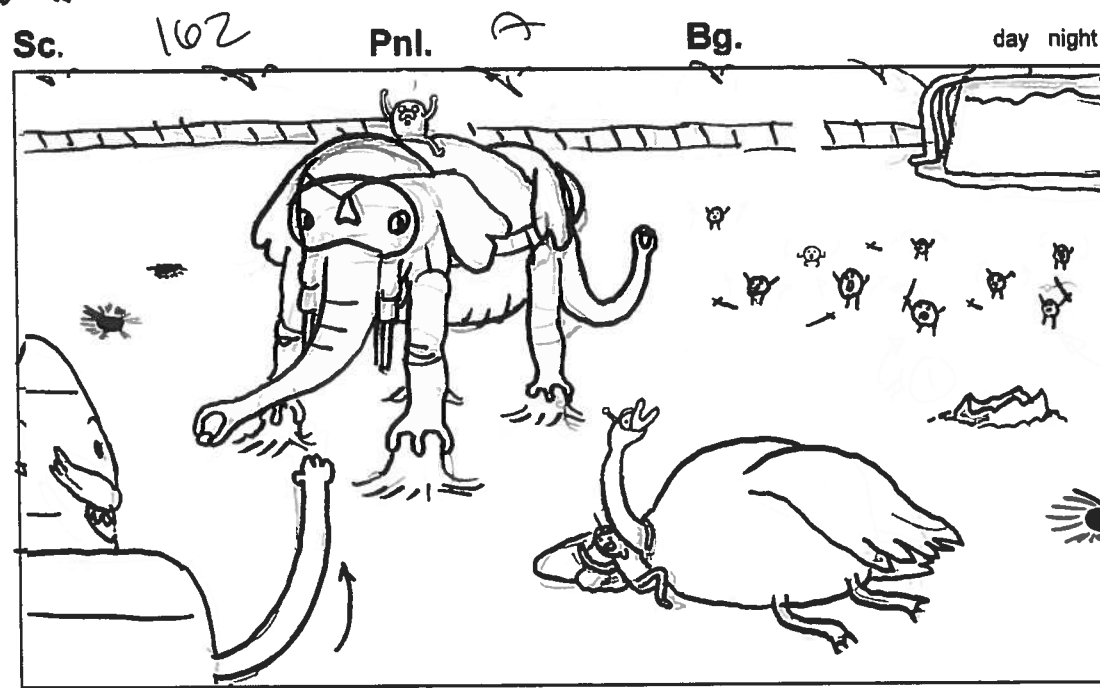
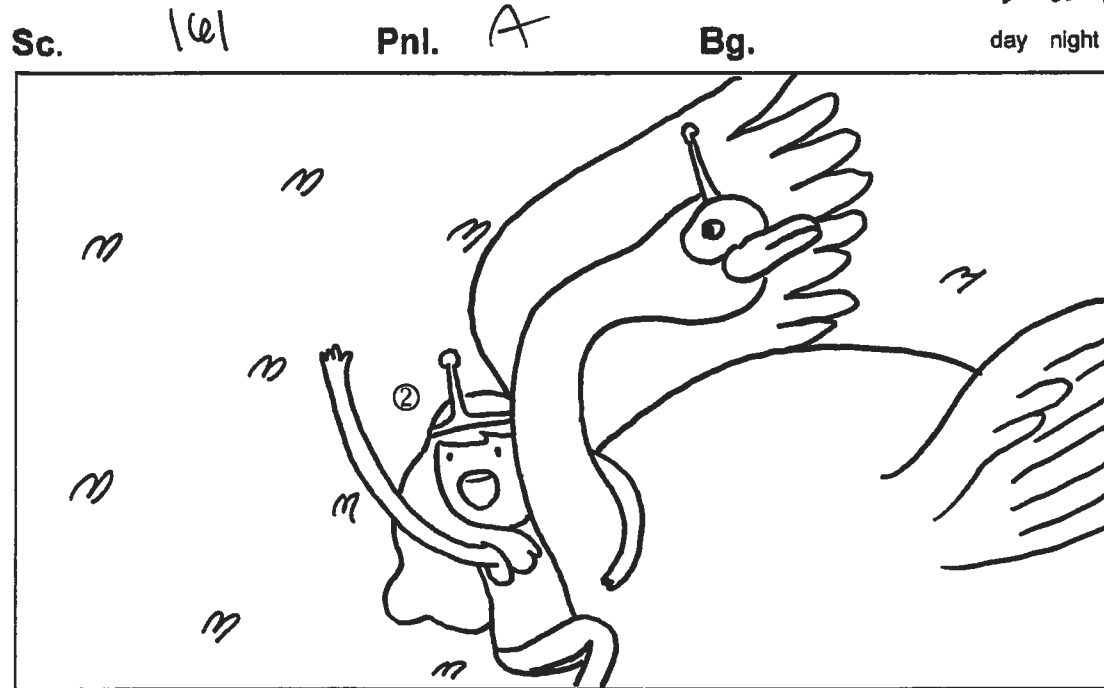
1025/170

ADVENTURE TIME



REVISED
02/13/14

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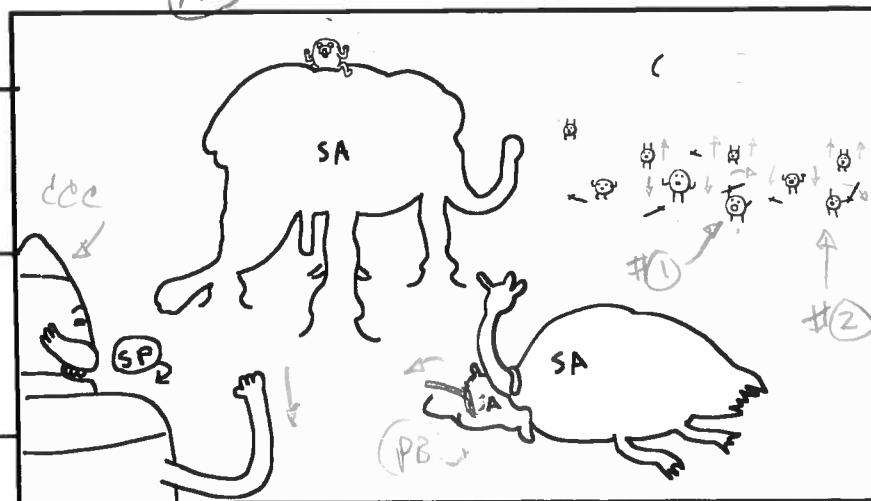


Dialog: PB/ Party tonight in the candy kingdom!

CANDY PEOPLE (walla) cheering

Action:

Timing:



EPISODE #

Production :

1025-170

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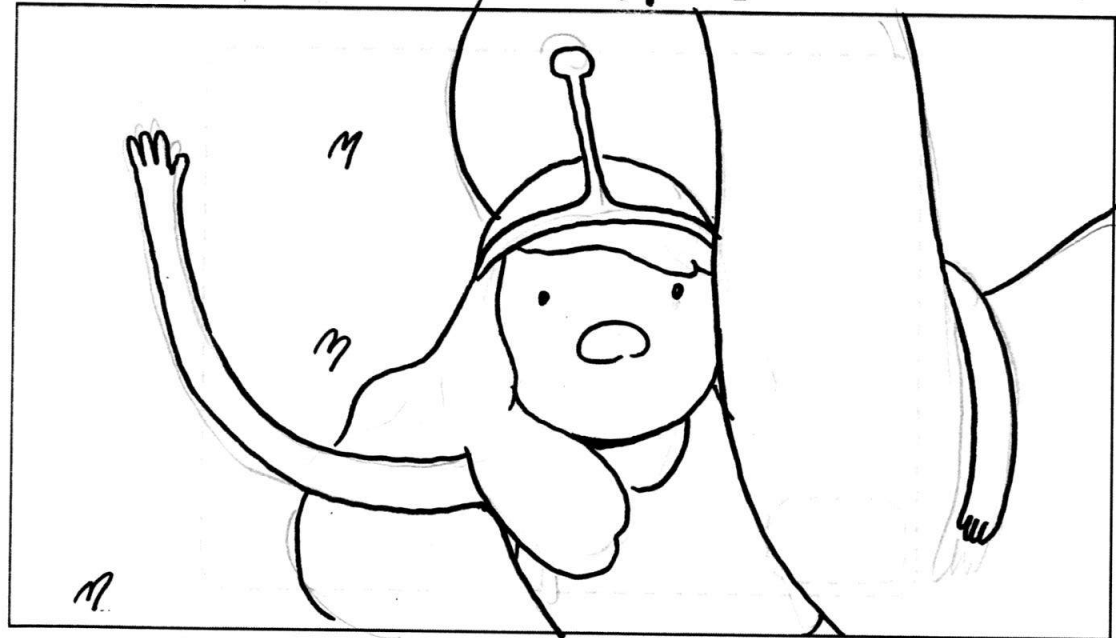
1025/170

ADVENTURE TIME

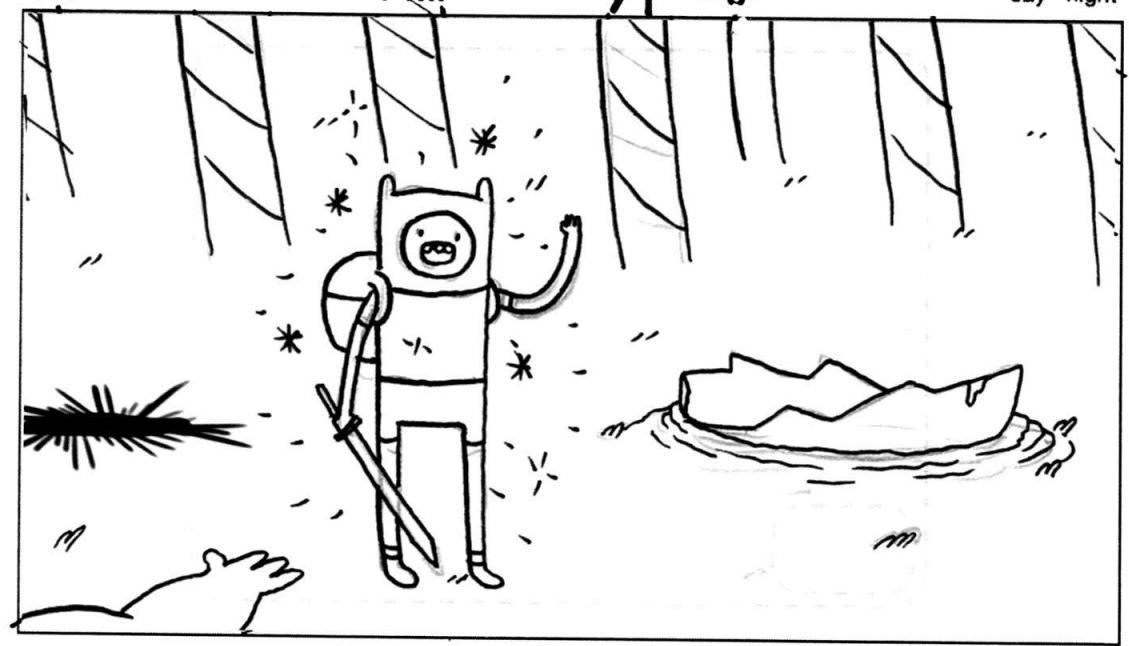


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Sc. 163 Pnl. A Bg. day night



Sc. 164 Pnl. A Bg. day night



Dialog: PB/① Hey ② where's Finn?

Action:

Timing:



Finn / Hi !



finn is radiating sparkles

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Production :

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1025/170

1025/170

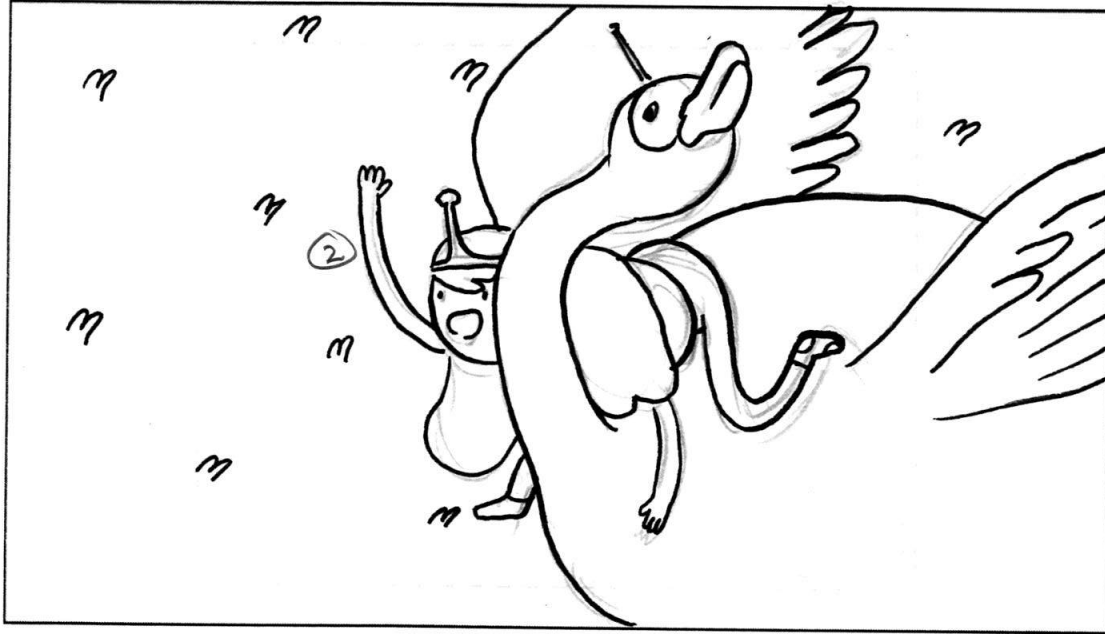
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ADVENTURE TIME

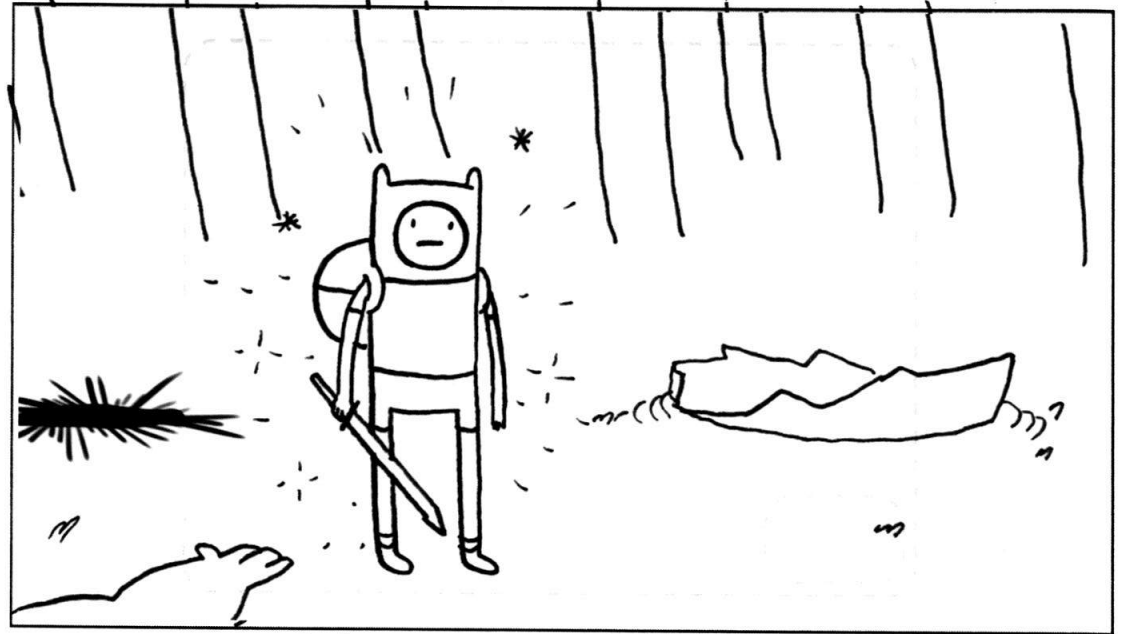


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Sc. 165 Pnl. A Bg. day night



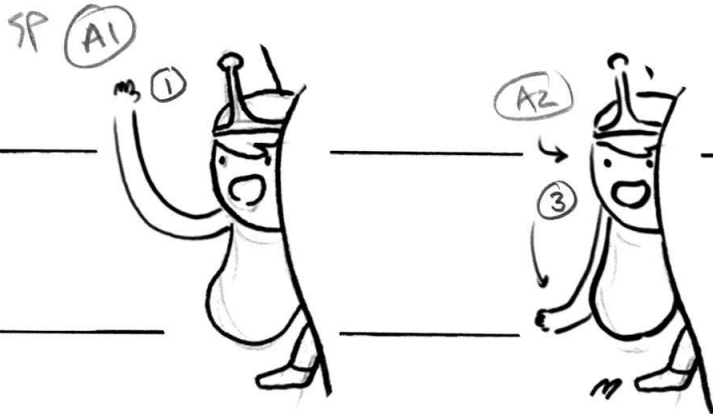
Sc. 166 Pnl. A Bg. day night



Dialog: PB/ OK y'all bring food and bev's
A1
FIN
A2

PB/ (VO) ... you make the gvac alright?
Drop Arm
A

Action:



Timing:

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Production :

1025/170

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HV
Cut

ADVENTURE TIME



Sc.

167

Pnl.

A

Bg.

day night

Sc.

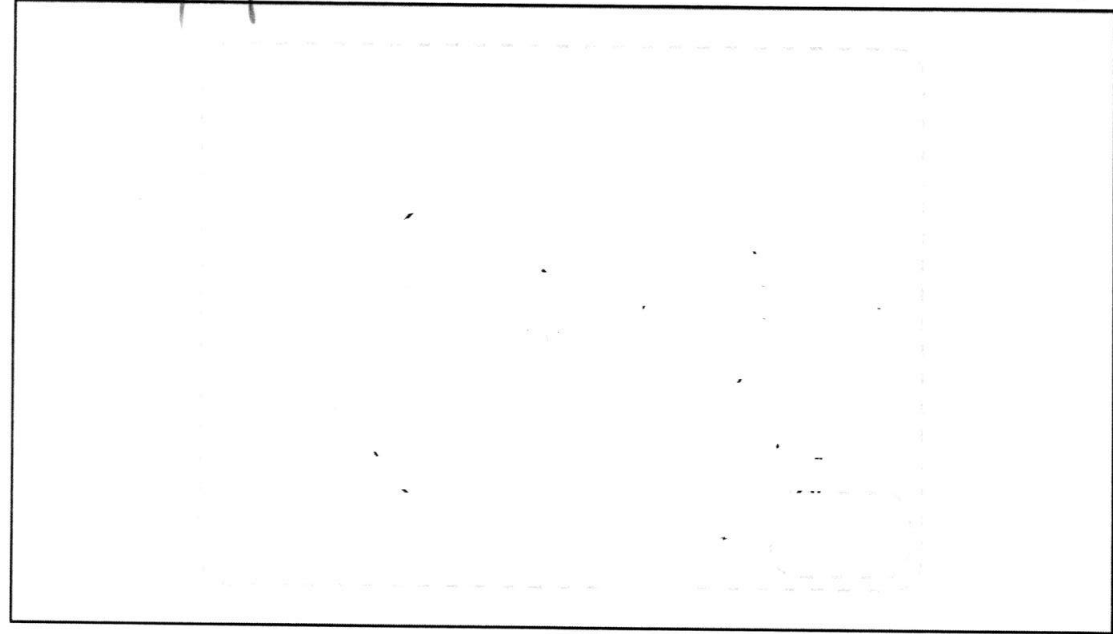
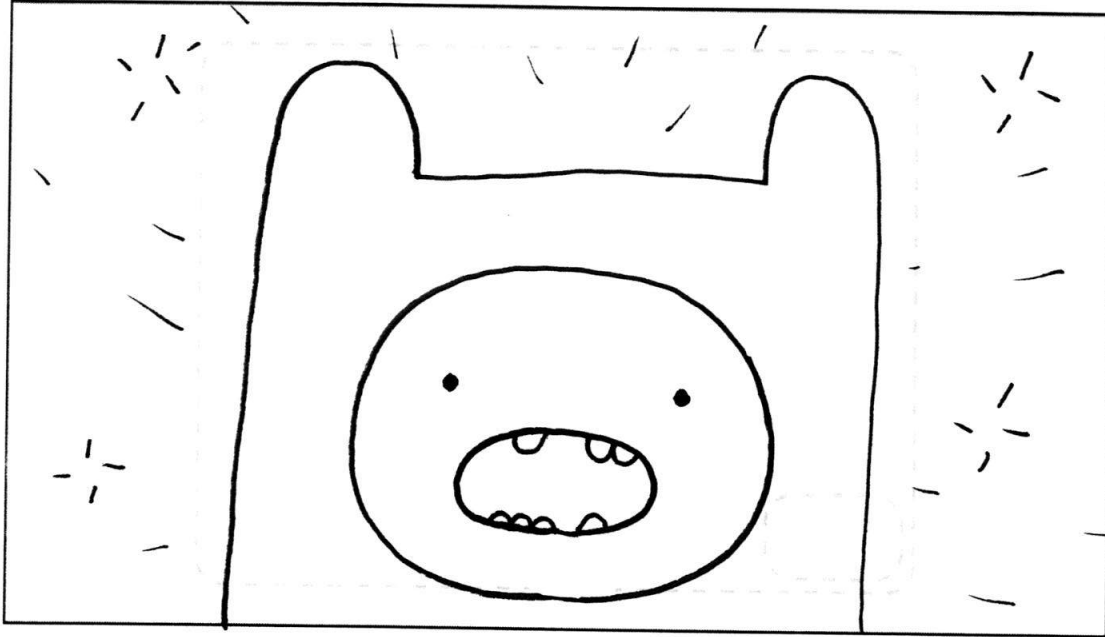
Cut
w/ wipe &
post

Pnl.

Bg.

day night

Page 184



Dialog:

Finn / I'll make the guaaac
(voice goes low)

Action:

Timing:

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EPISODE #

Production :

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1025/170

1025/170

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1025/170

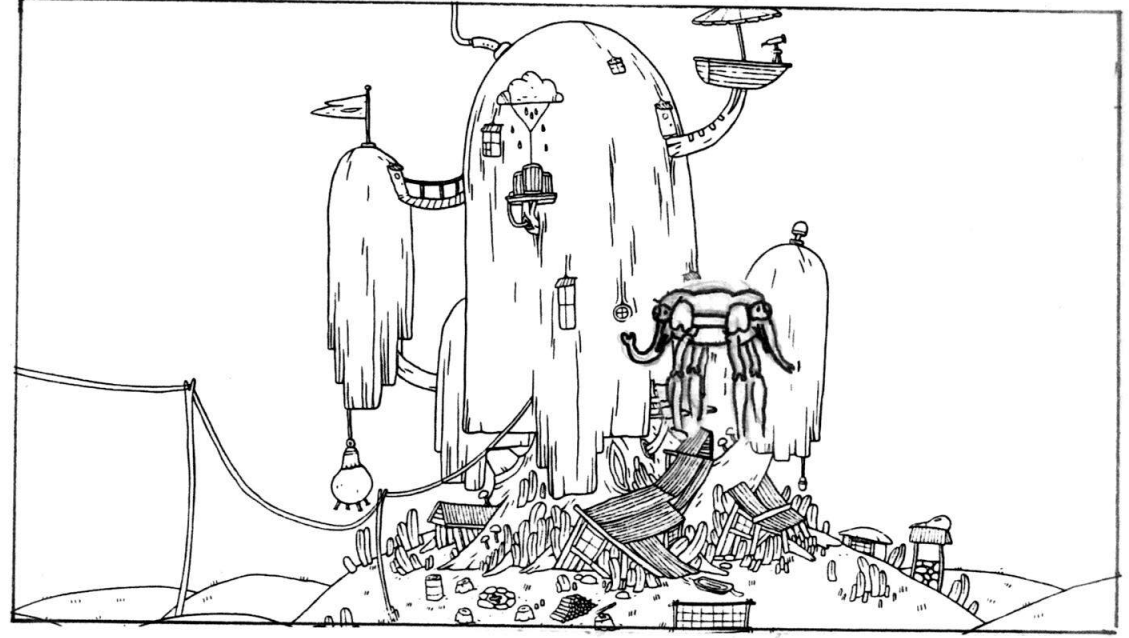
Get
w/ wipe a
post

ADVENTURE TIME

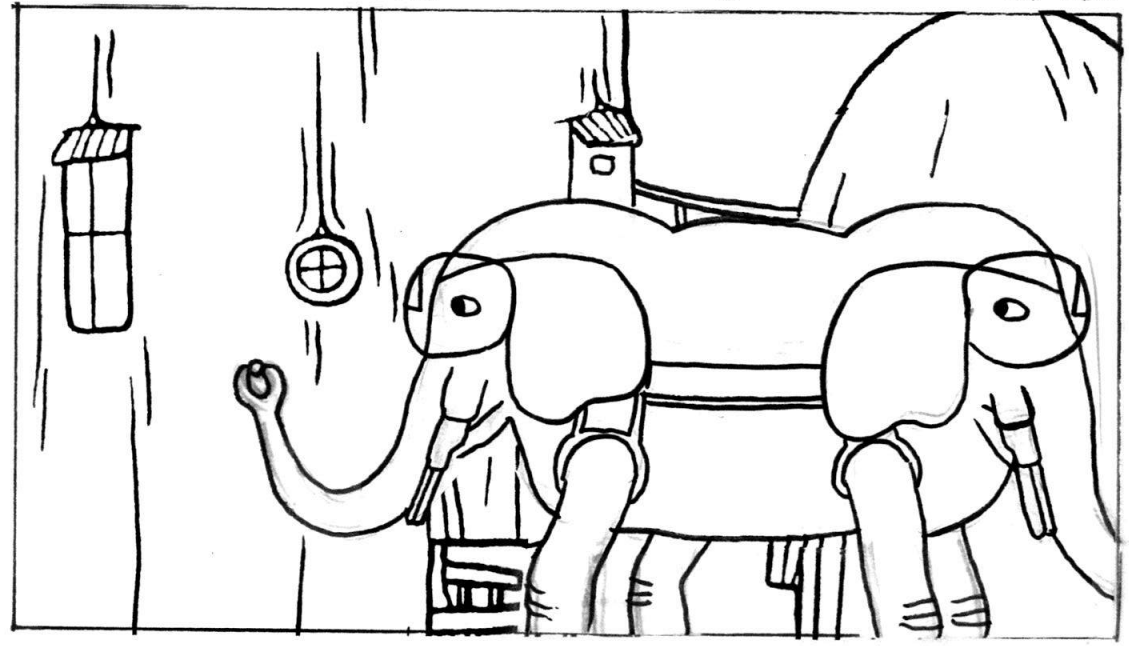


HU
act

Sc. 168 Pnl. A Bg. day night



Sc. 169 Pnl. A Bg. day night



Dialog:	<u>APTWE</u> / FINN!	<u>APTWE</u> / FINN!
Action:	- APTWE HOVERS OUTSIDE OF TREEHOUSE.	
Timing:	JAN 31 2014	

EPISODE #

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1025/170

Production :

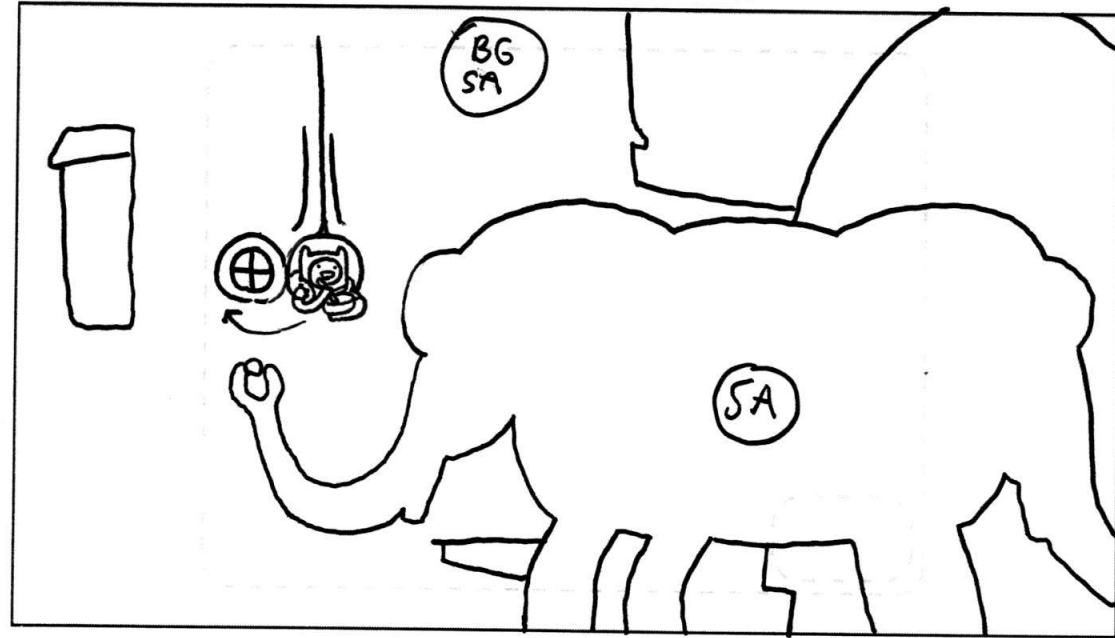
1025/170

ADVENTURE TIME

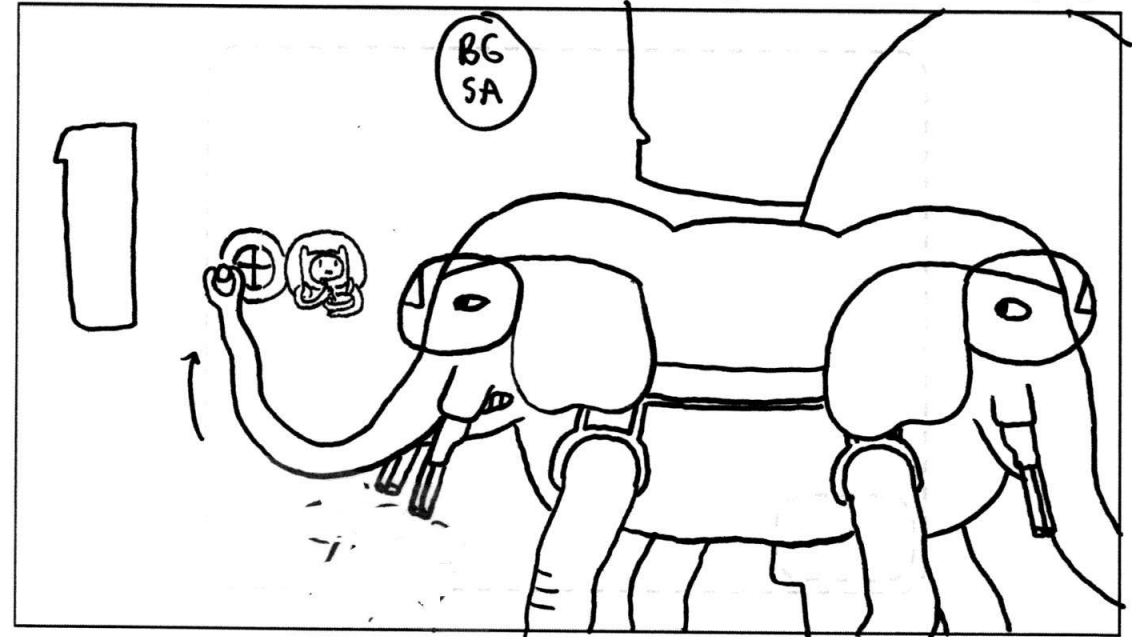


Page 184

Sc. 168 CONT Pnl. B Bg. day night



Sc. 169 CONT Pnl. C Bg. day night



Dialog: Finn/ YO what's up A. P. T. DUBS-Y

APTwe/ Finn what do I do now ?

Action: Finn Pops out of window
holding a bowl and spoon

JAN 31 2014

Timing:

EPISODE #

Production :

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1025/170

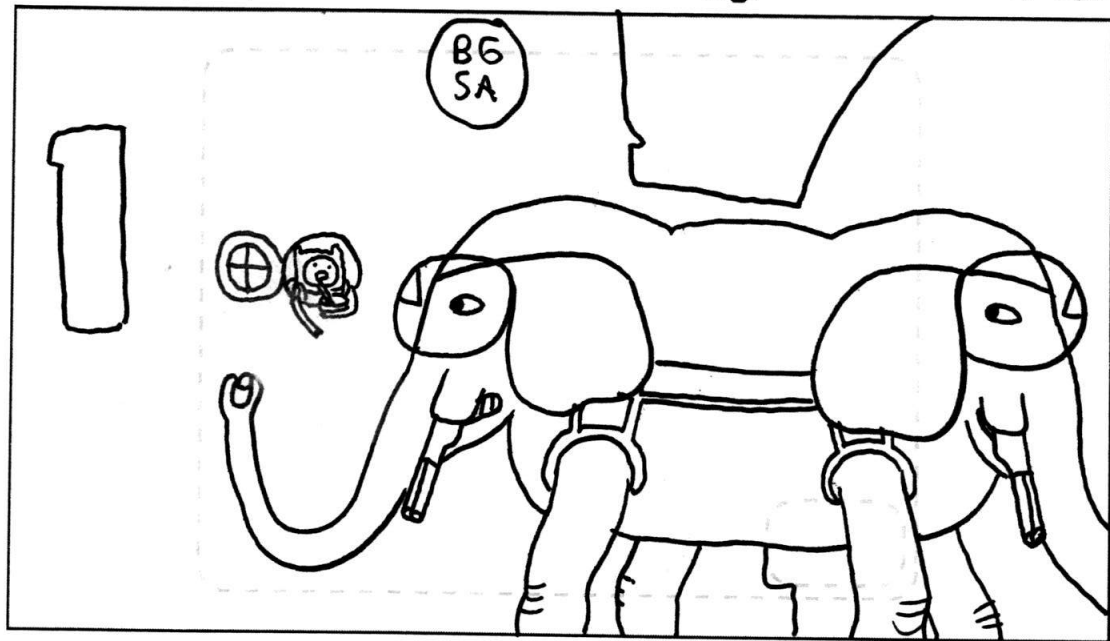
ADVENTURE TIME



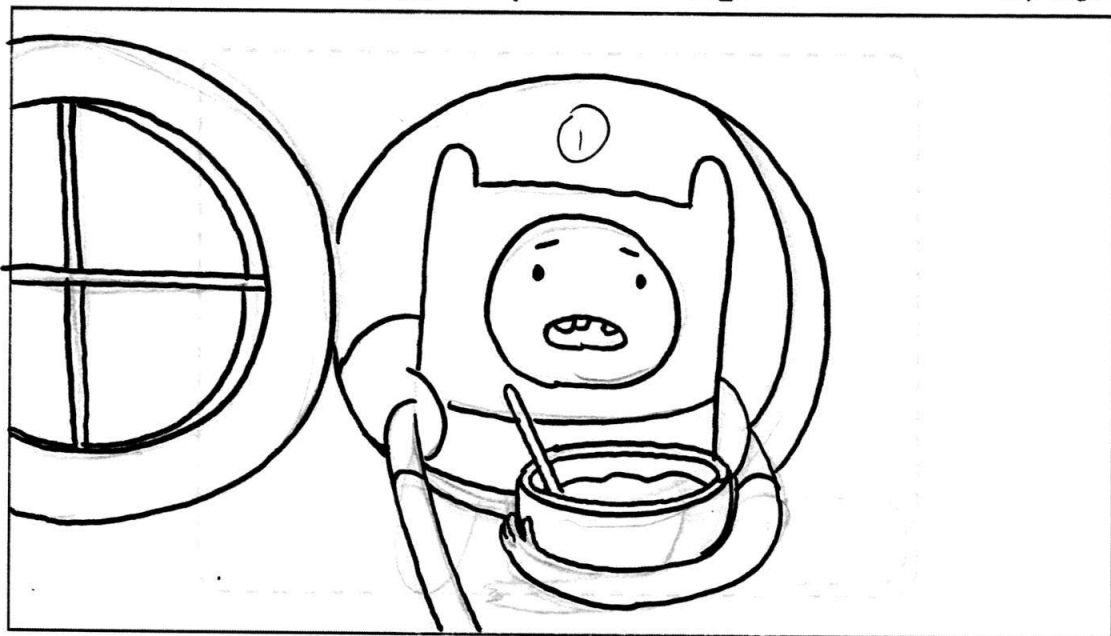
Hy
cut

Page 107

Sc. 109 *cut* Pnl. D Bg. day night



Sc. 120 Pnl. A Bg. day night



Dialog: Finn/ Dude I don't know
probably not go back in
the basement.

Finn/①That would②be lame

Action:

Timing:

② A1
JAN 31 2014

EPISODE #

Production :

1025/170 1025-170

1025/170

1025/170

Cut

ADVENTURE TIME



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Sc. 171

Pnl.

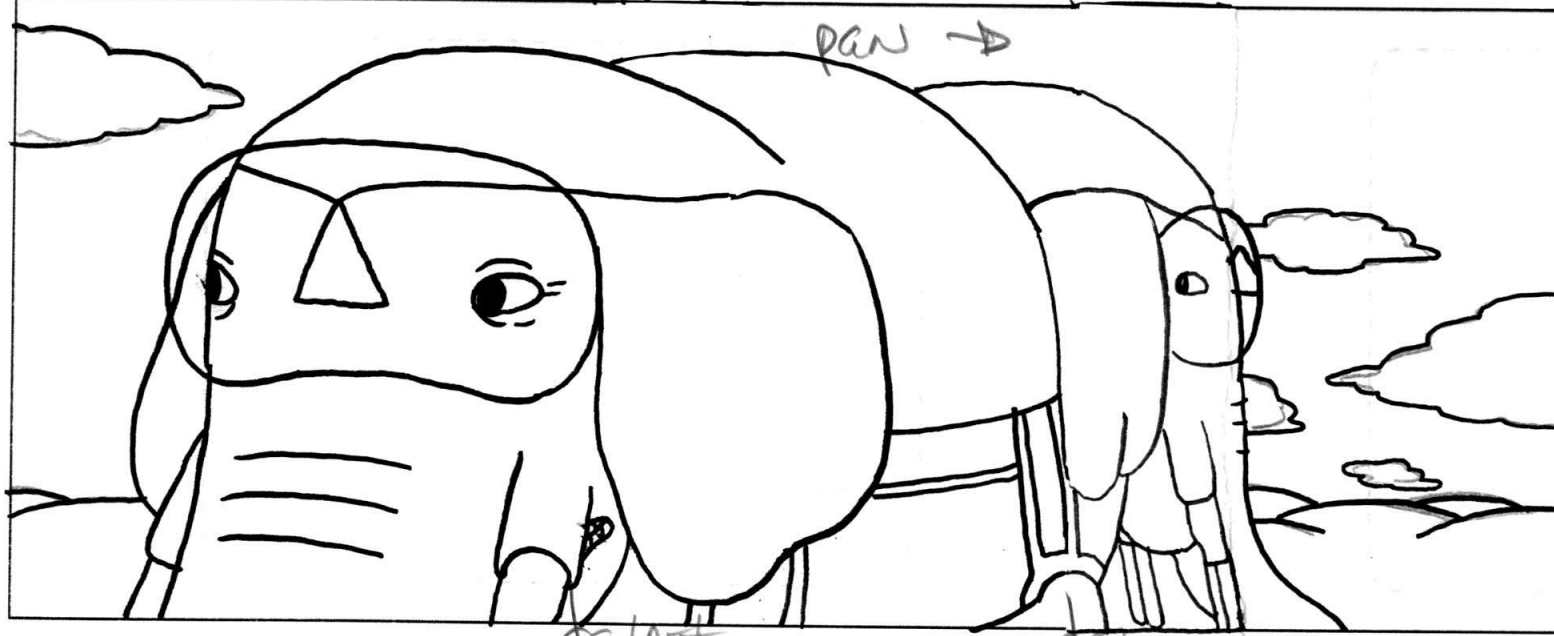
A

Bg.

day night

B

HU
Cut



Dialog: Finn (os) / You're so big'uns you should be free, boi.

Action: -PAN ACROSS APTWGE.

Timing: JAN 31 2014

EPISODE #

Production :

1025-170

1025/170

1025/170

1025/170

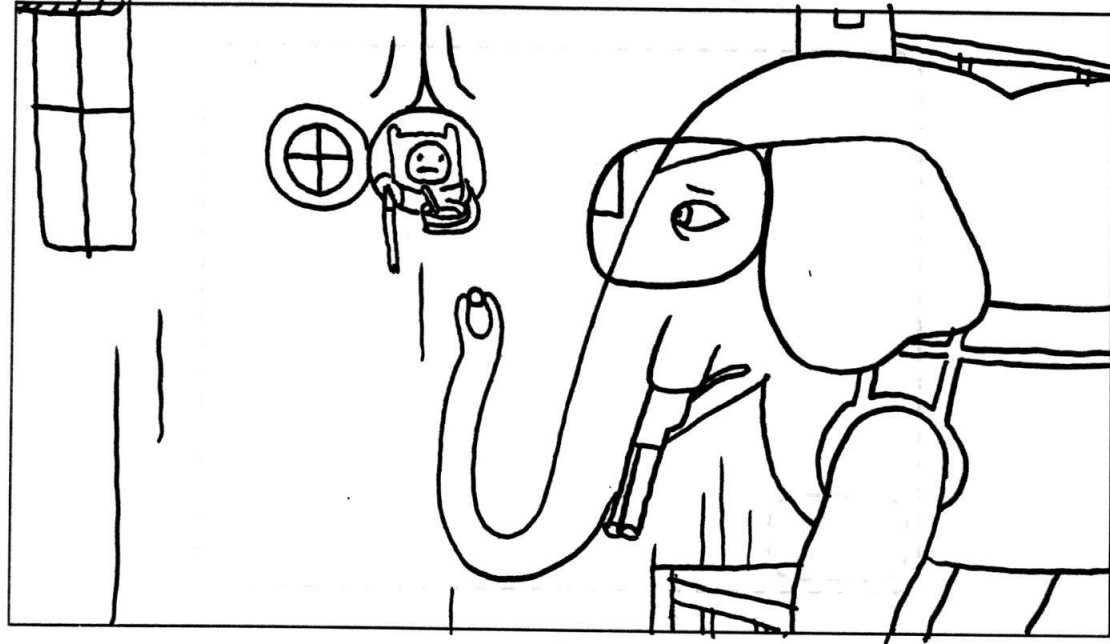
Hu
Cut

ADVENTURE TIME

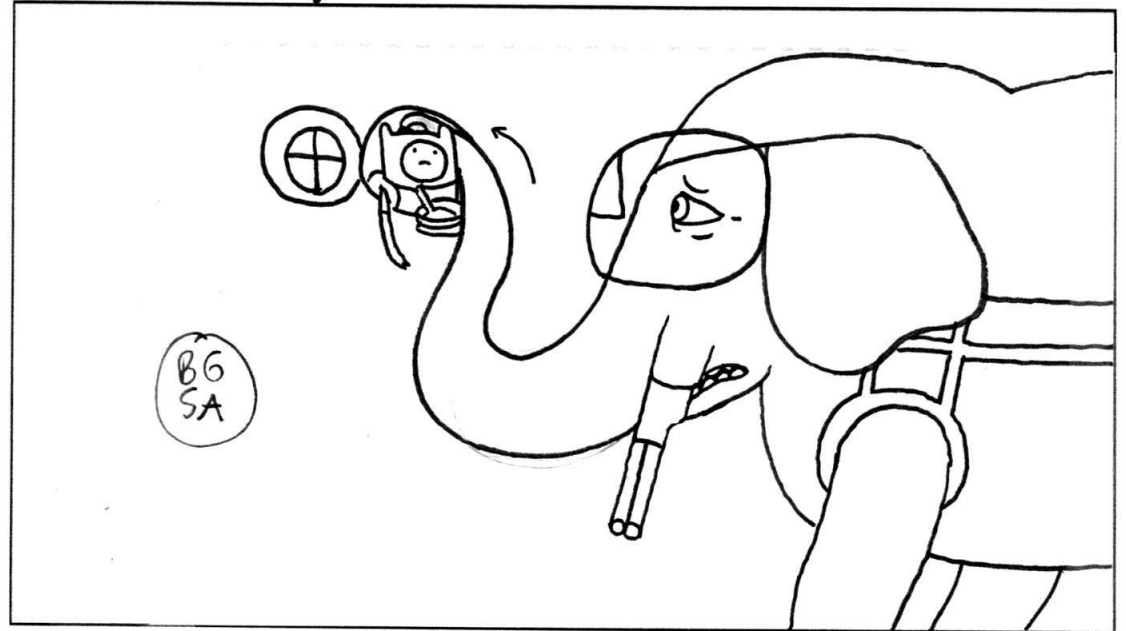


Page 189

Sc. 172 Pnl. A Bg. day night



Sc. 172 CONT Pnl. B Bg. day night



Dialog: APTWE/ "Free" to do what?

APTWE/ I need psychic commands.

Action:

JAN 31 2014

Timing:

Hu
Cut

EPISODE #

Production :

1025-170
1025/170

1025/170

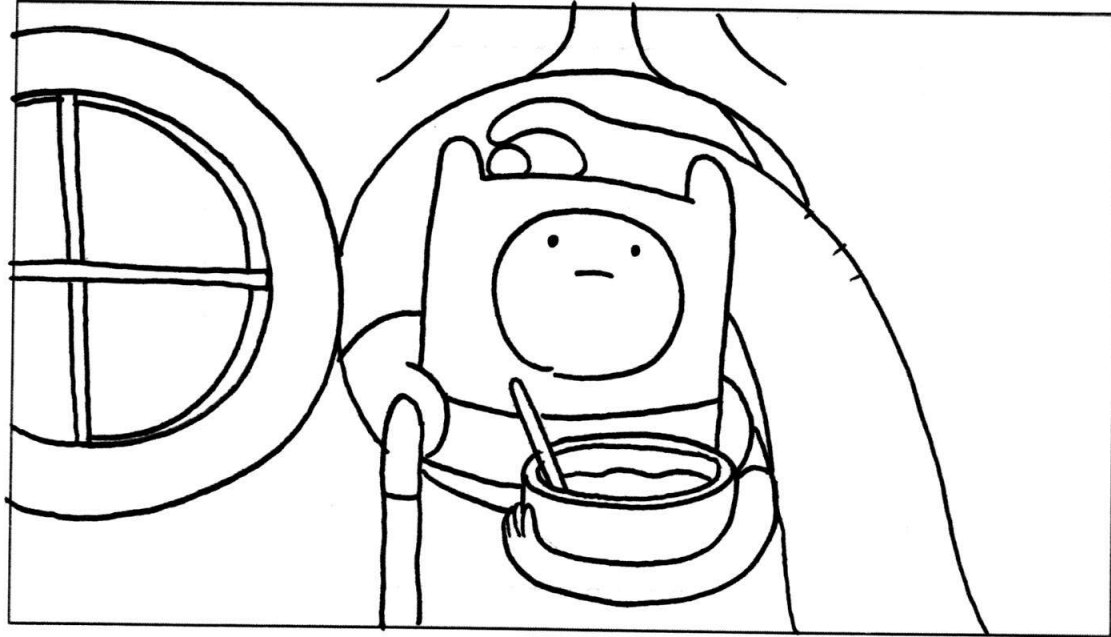
Ho
cut

ADVENTURE TIME

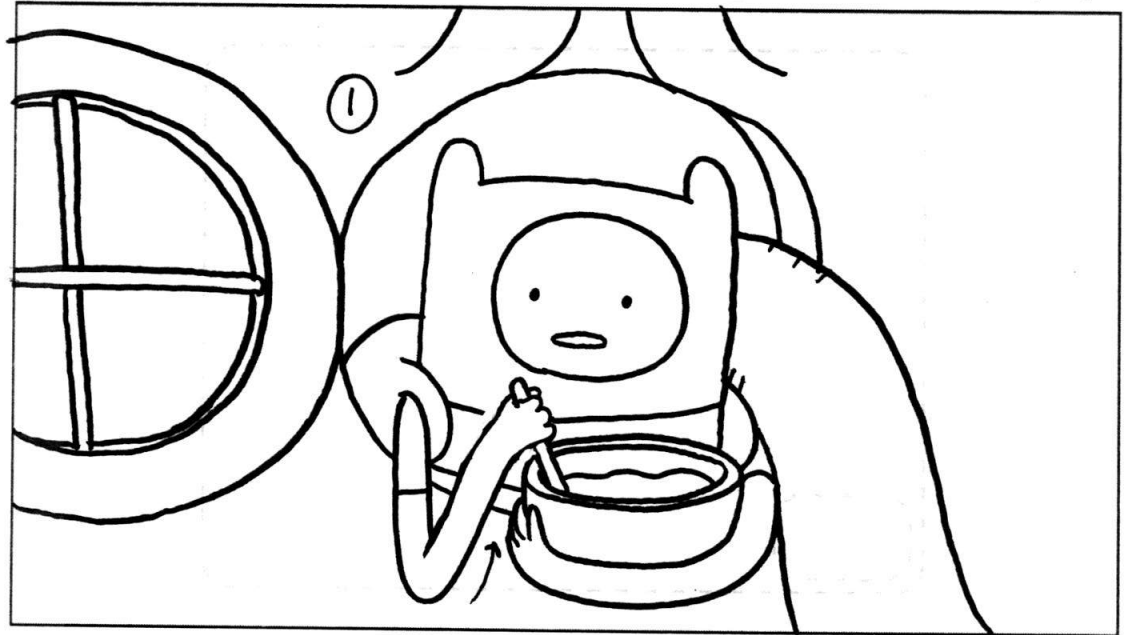


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Sc. 173 Pnl. A Bg. day night



Sc. 173 CONT Pnl. B Bg. day night

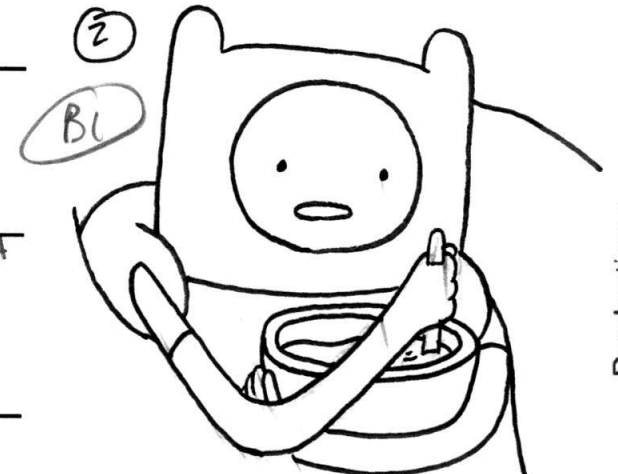


Dialog: (beat) Finn ① Can you help me dice ② tomatoes for this guac?

Action:

Timing:

JAN 31 2014



EPISODE #

Production :

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1025/170

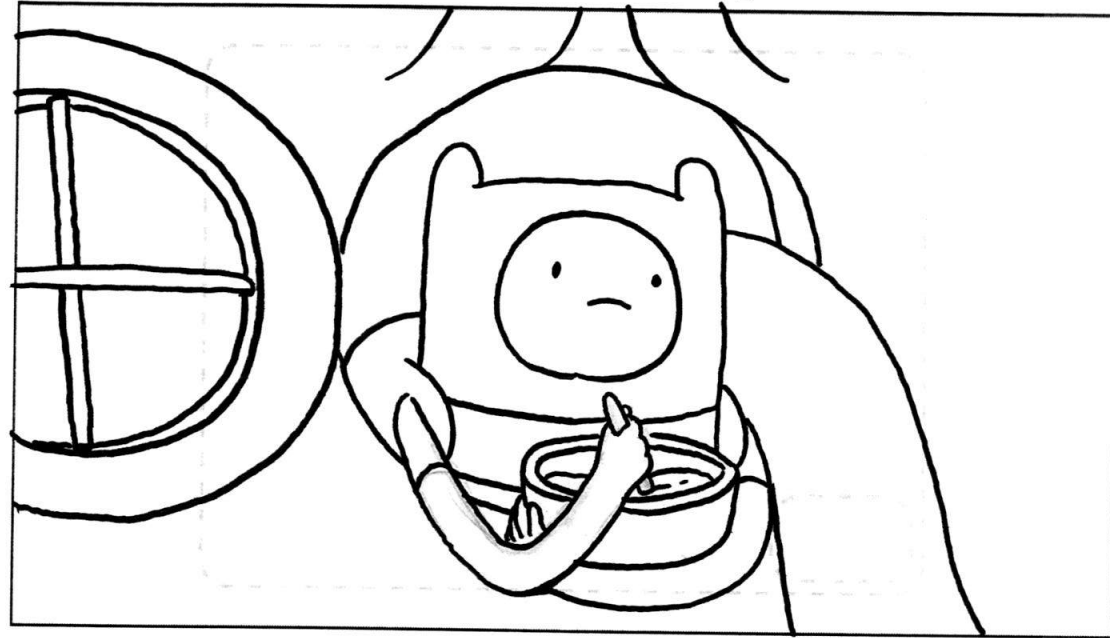
1025/170

ADVENTURE TIME

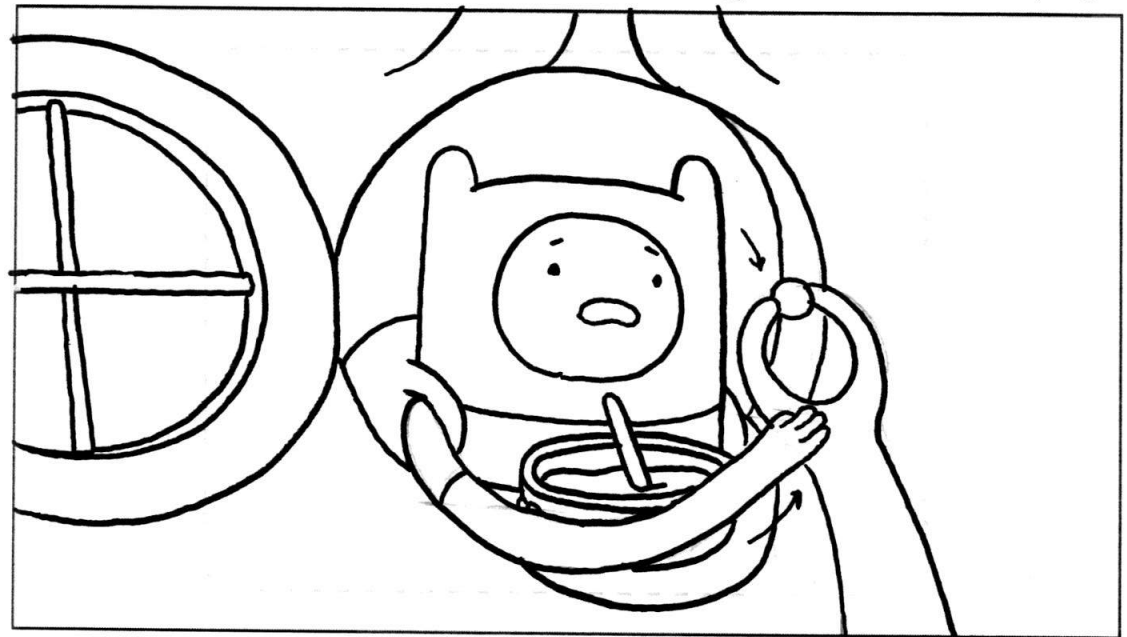


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Sc. 173 CONT Pnl. C Bg. day night



Sc. 173 CONT Pnl. D Bg. day night



Dialog: APTWE/(os) NO... Finn/ You see man, I feel weird giving you orders

Action: JAN 31 2014

Timing:

EPISODE #

1025-170

1025/170

Production :

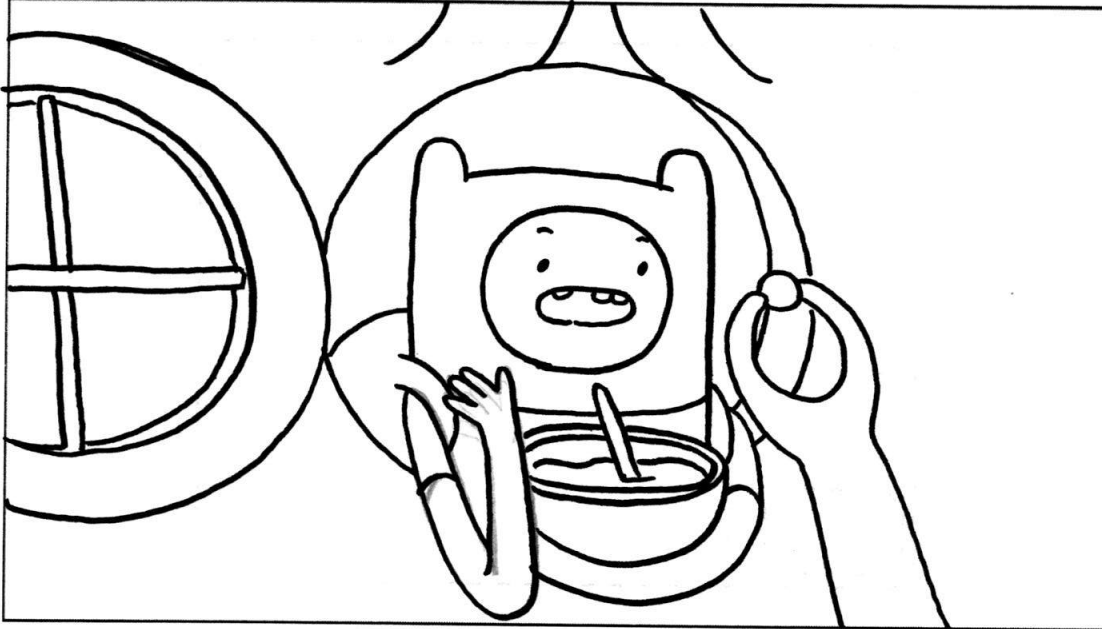
1025/170

ADVENTURE TIME

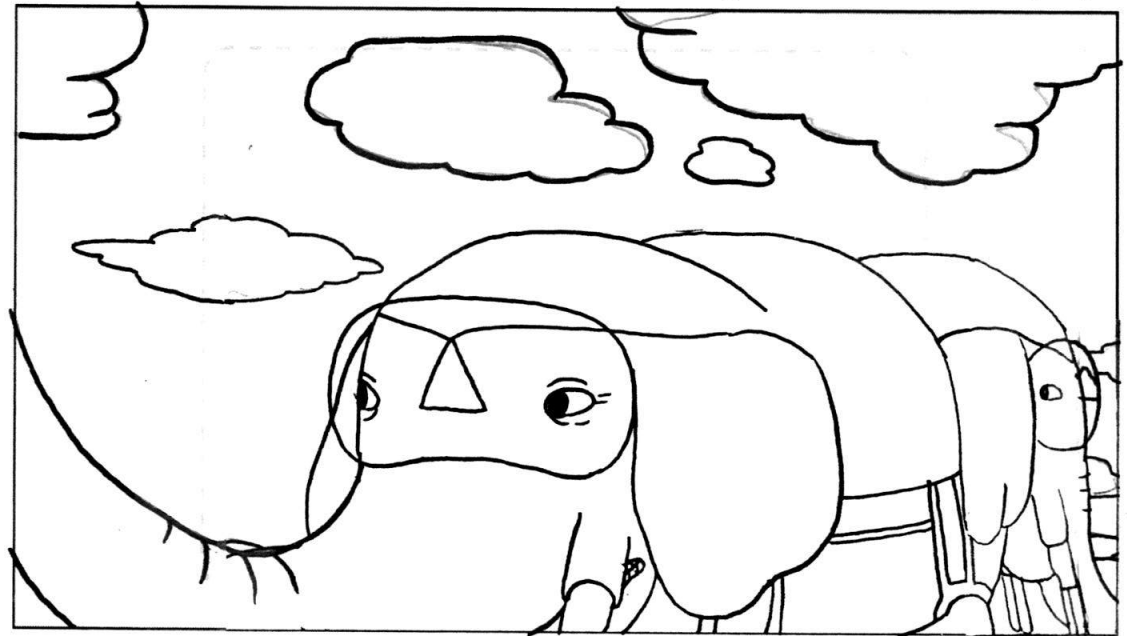


Page 192

Sc. 173 *CONF* Pnl. *E* Bg. day night



Sc. 174 Pnl. *A* Bg. day night



Dialog: *Finn/ you should just do your own thing... Finn(os)/ Realize your potential.*

Action:

JAN 31 2014

Timing:

EPISODE #

Production :

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1025/170

1025/170

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1025/170

ADVENTURE TIME

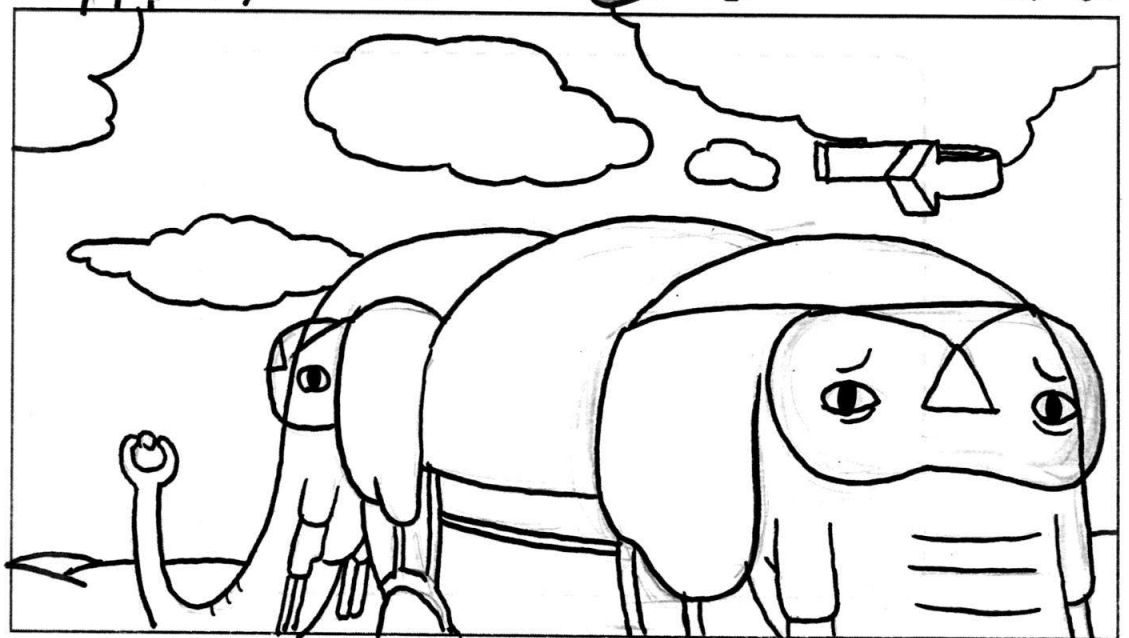


Page 193

Sc. 174 CONT Pnl. B Bg. day night



Sc. 174 CONT Pnl. C Bg. day night



Dialog: APTWE/ But this is what I am, APTWE/ A war machine who --

Action: - APTWE ROTATES -

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Timing:

EPISODE #

Production :

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1025/170

1025/170

1025/170
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ADVENTURE TIME



Sc. 174 CONT

Pnl. D

Bg.

day night

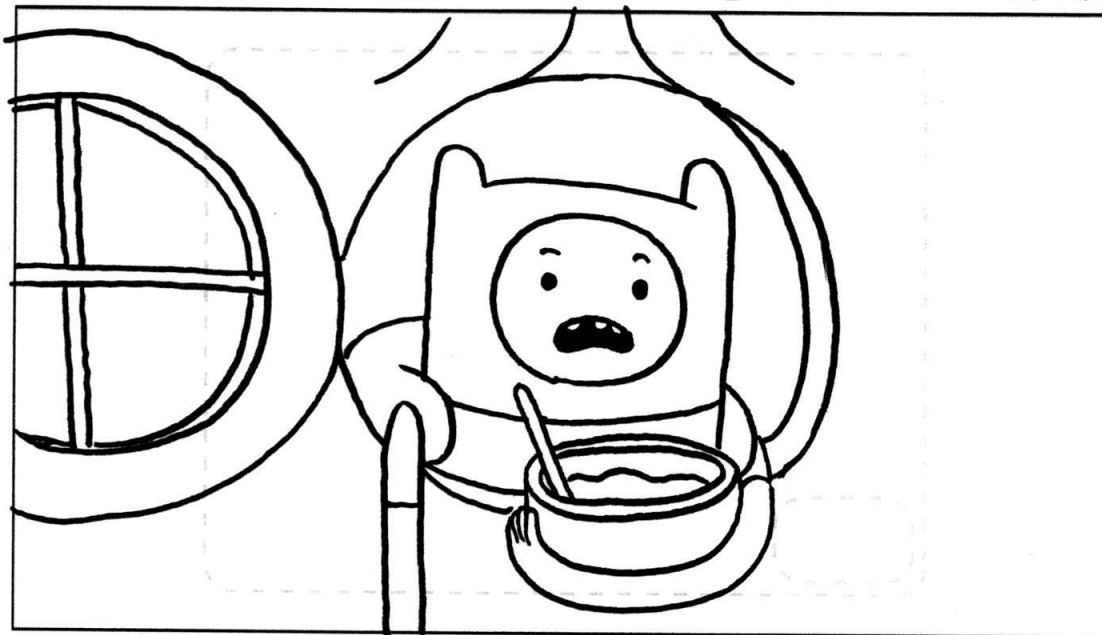


Sc. 176

Pnl. A

Bg.

day night



Dialog: APTWE / (cont) - serves it's master.

Fihn / NO man, you're -

Action:

Timing:

JAN 31 2014

EPISODE #

Production :

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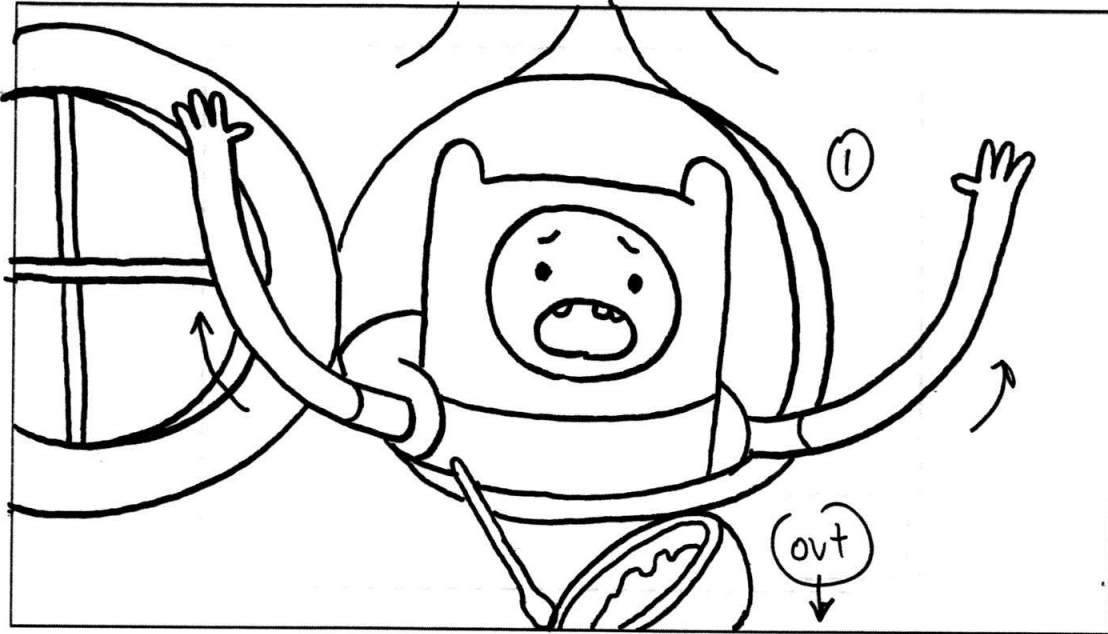
1025/170

ADVENTURE TIME

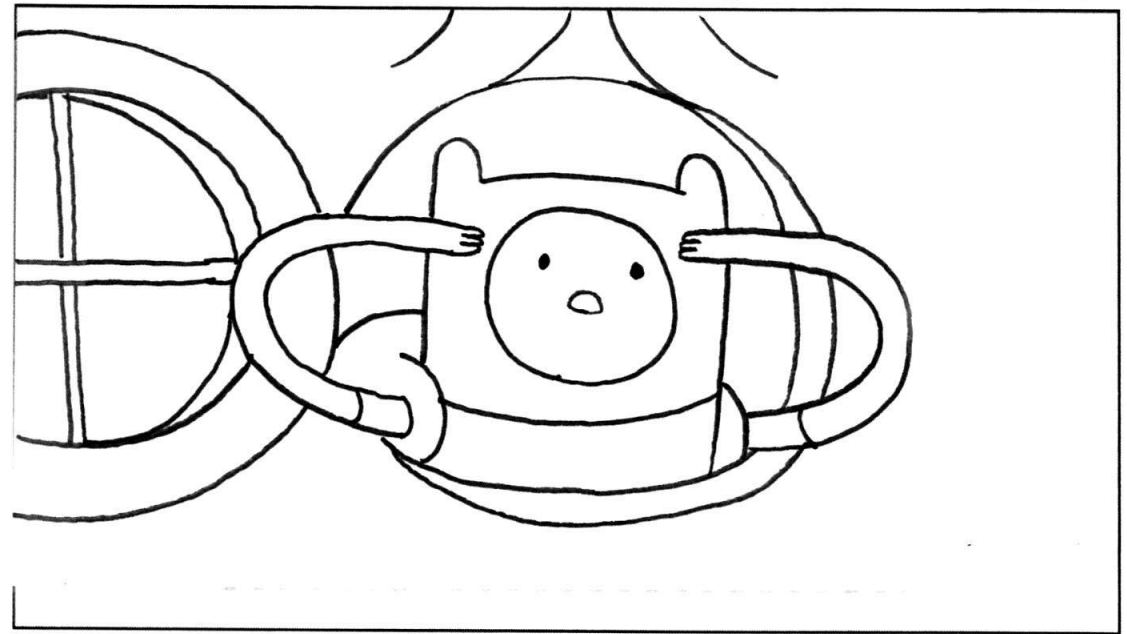


Page 195
day night

Sc. 176 cont Pnl. B Bg. day night



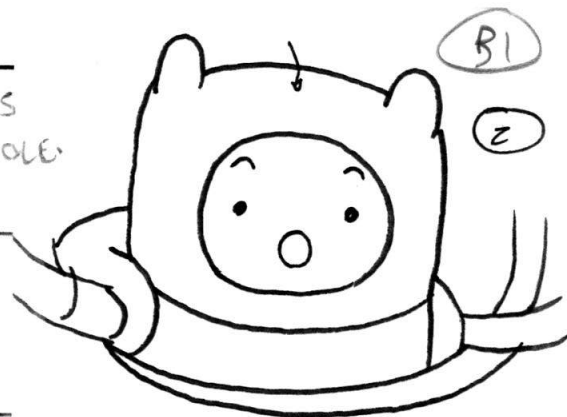
Sc. 176 cont Pnl. C Bg. day night



Dialog: Finn more than that woops

Finn/ I see into your brain
remember?

Action: - F. THROWS UP ARMS
AND PROPS GUACAMOLE



Timing:

JAN 31 2014

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Production :

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1025/170

Handwritten signature/initials

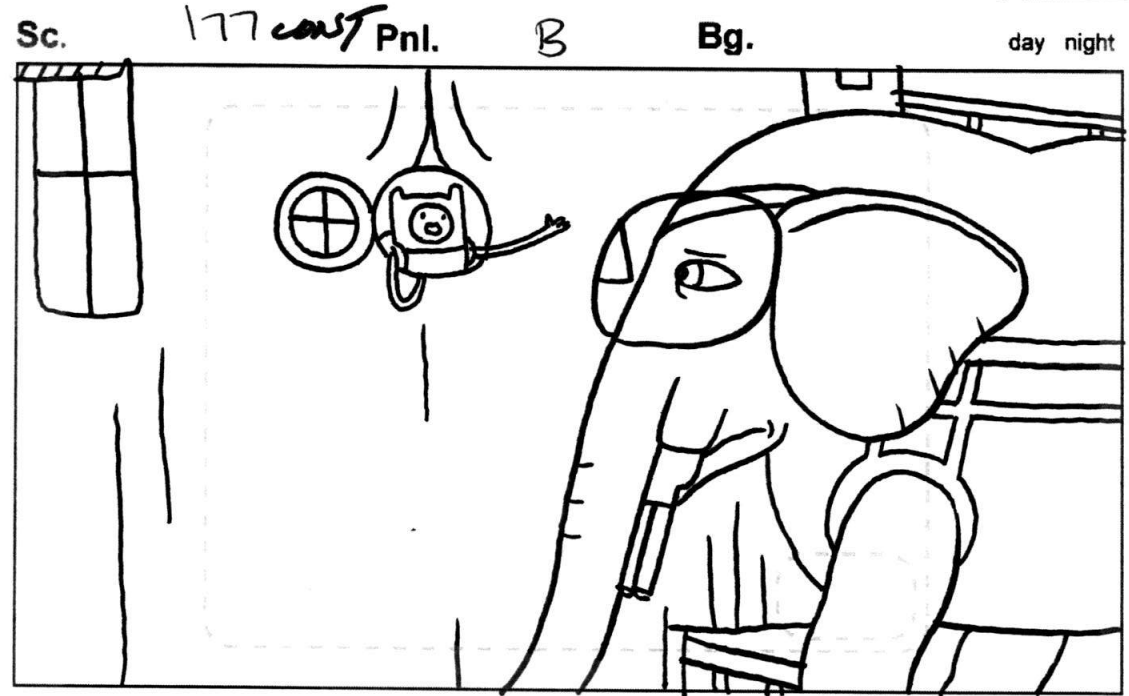
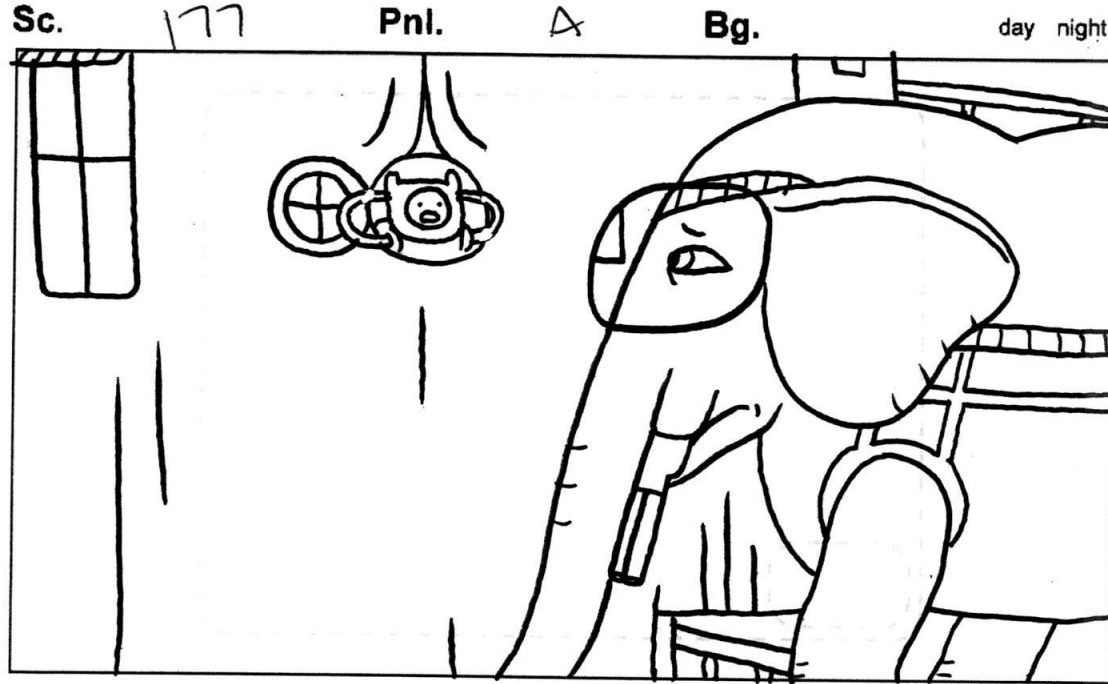
1025/170
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HO
cut

ADVENTURE TIME



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Dialog:	Finn / You'll do great,	Finn / just go for it.
Action:		
Timing:	JAN 31 2014	

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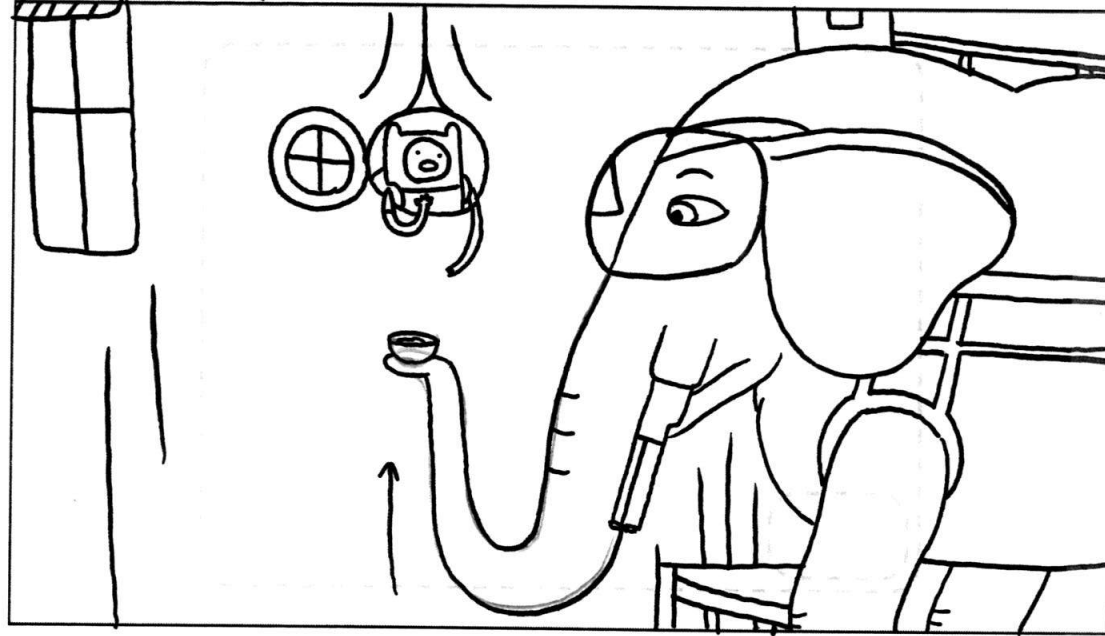
1025/170

ADVENTURE TIME

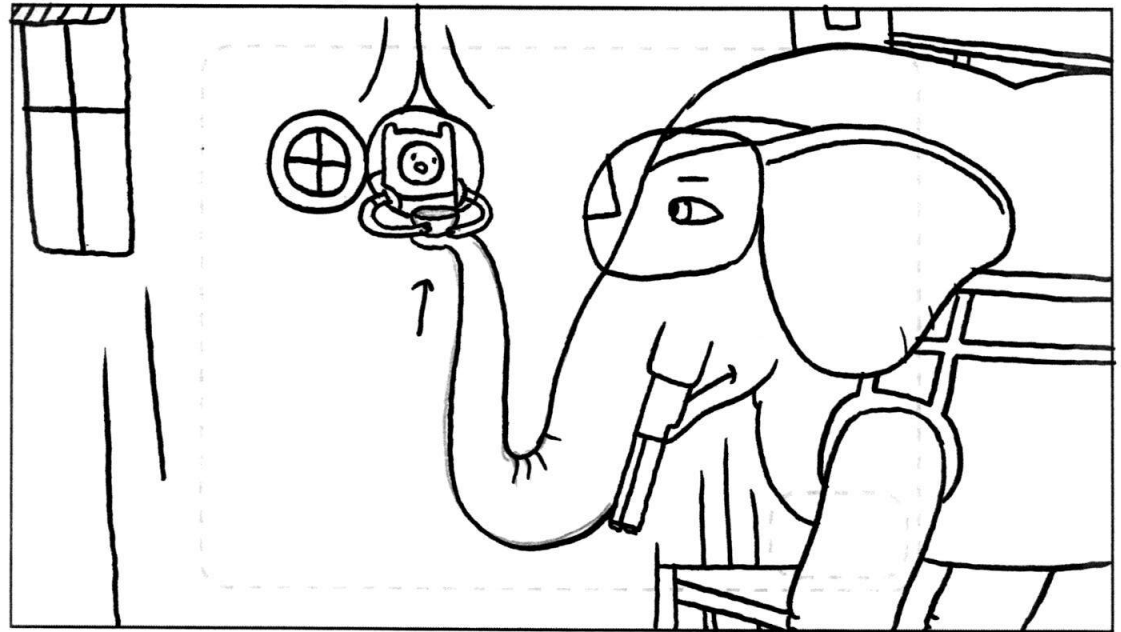


Page 197

Sc. 177 *CONT* Pnl. C Bg. day night



Sc. 177 *CONT* Pnl. D Bg. day night



Dialog: Finn/ I believe in you man

Finn/ Oh word thanks.

Action: - APTWE HANDS GUACAMOLE BACK TO FINN.

JAN 31 2014

Timing:

EPISODE #

Production :

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1025/170

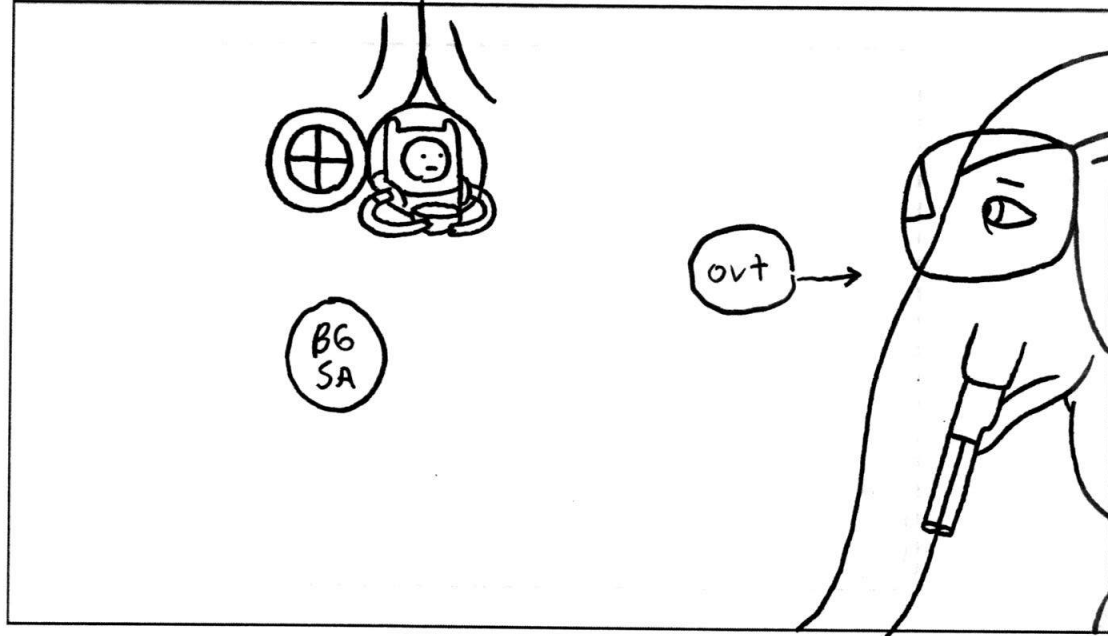
1025/170

ADVENTURE TIME

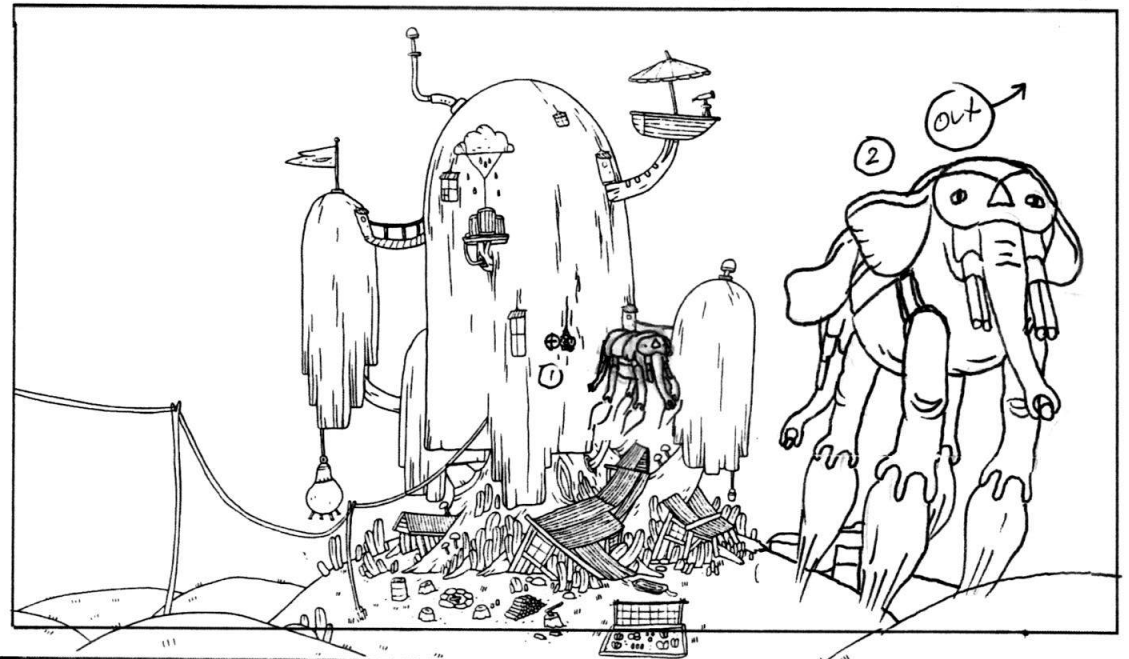


Page 198

Sc. 177 cont Pnl. E Bg. day night



Sc. 178 Pnl. A Bg. day night



Dialog:	APTWE/ maybe Darren was right ...	APTWE/ There's no place for my ancient ways!
Action:	- APTWE BACKS OFF'S.	
Timing:	JAN 31 2014	

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Production :

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1025/170

1025/170

HO
Cut

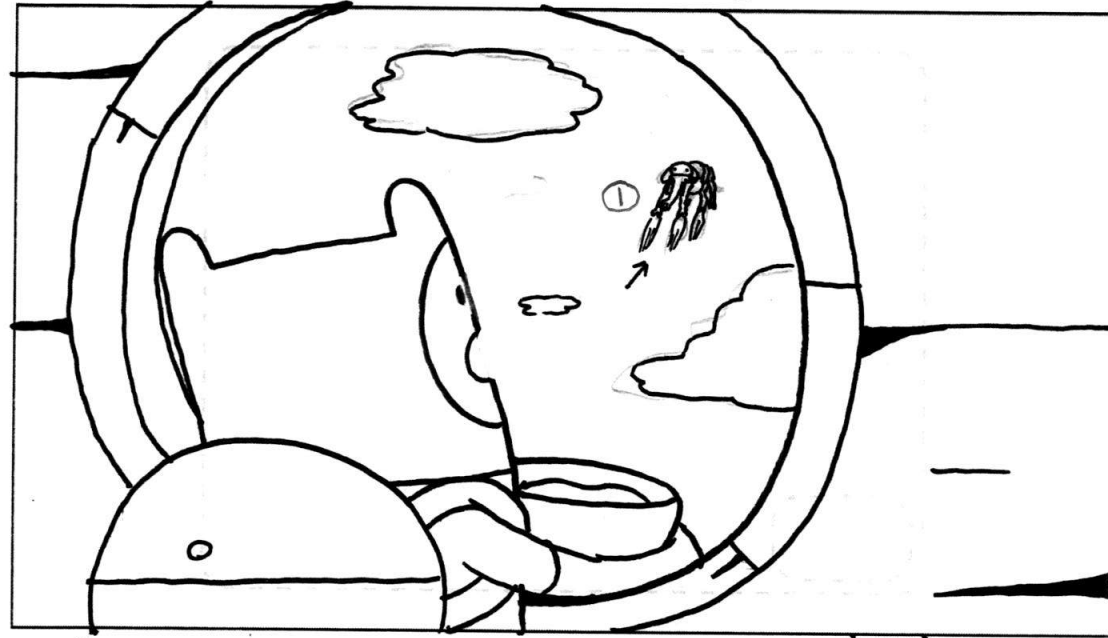
ADVENTURE TIME



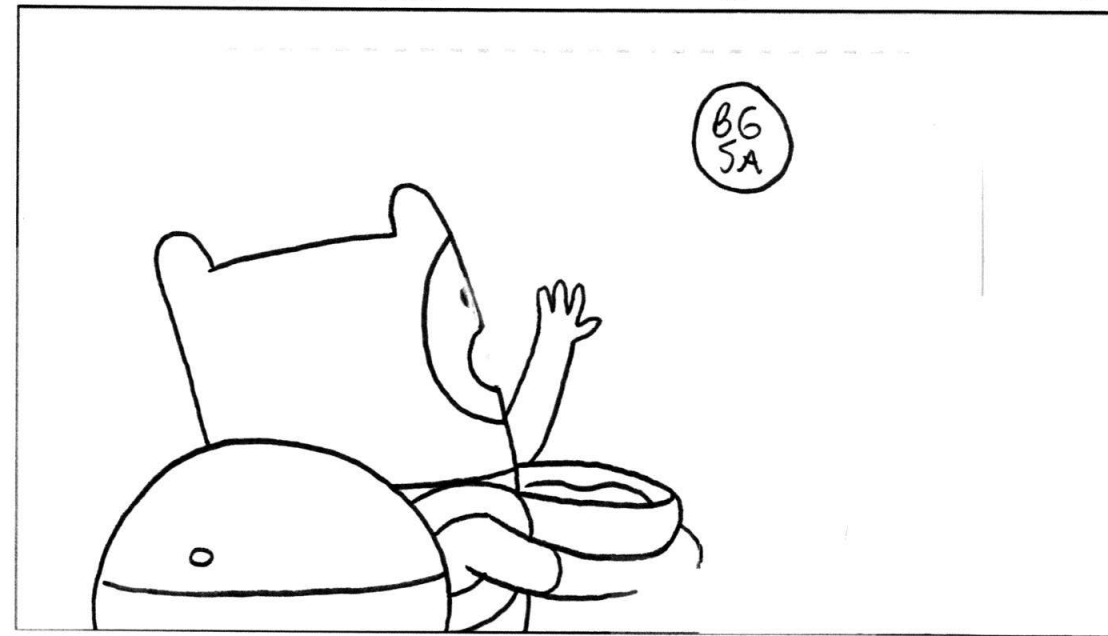
NO SC'S
180-182

Page 199
NO PGS 200-202
day night

Sc. 179 Pnl. A Bg. day night



Sc. 179 cont Pnl. B Bg.



Dialog: Finn/ Don't think like that dude!

Action: - APTWE FLIES OFF/S.



Timing:

Finn/ come back and see us
whenever!

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1025/170

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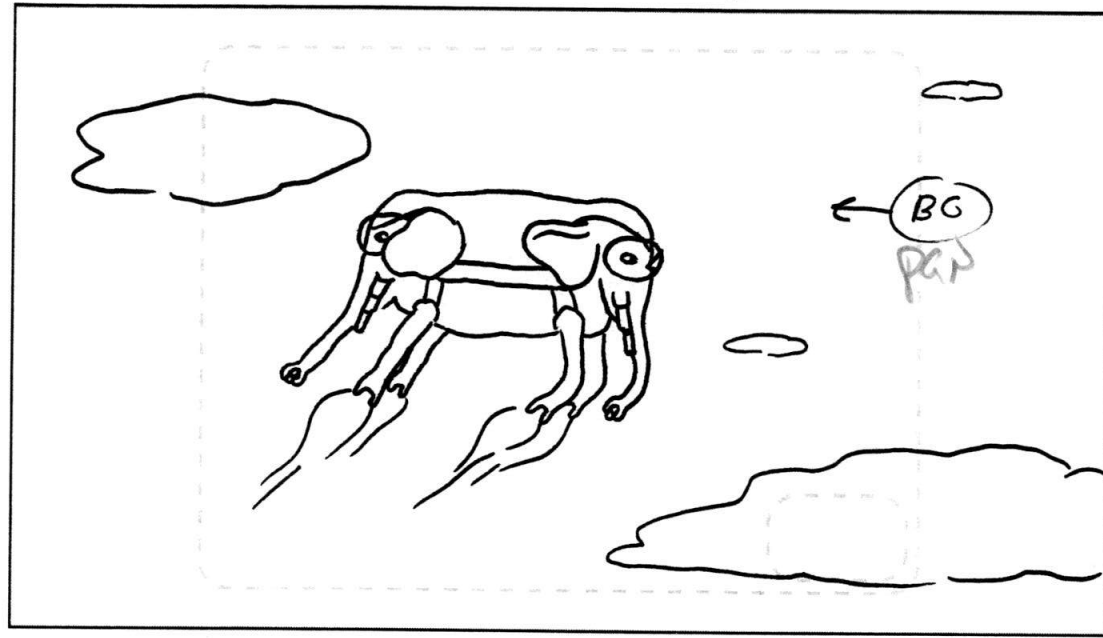
Cut

ADVENTURE TIME

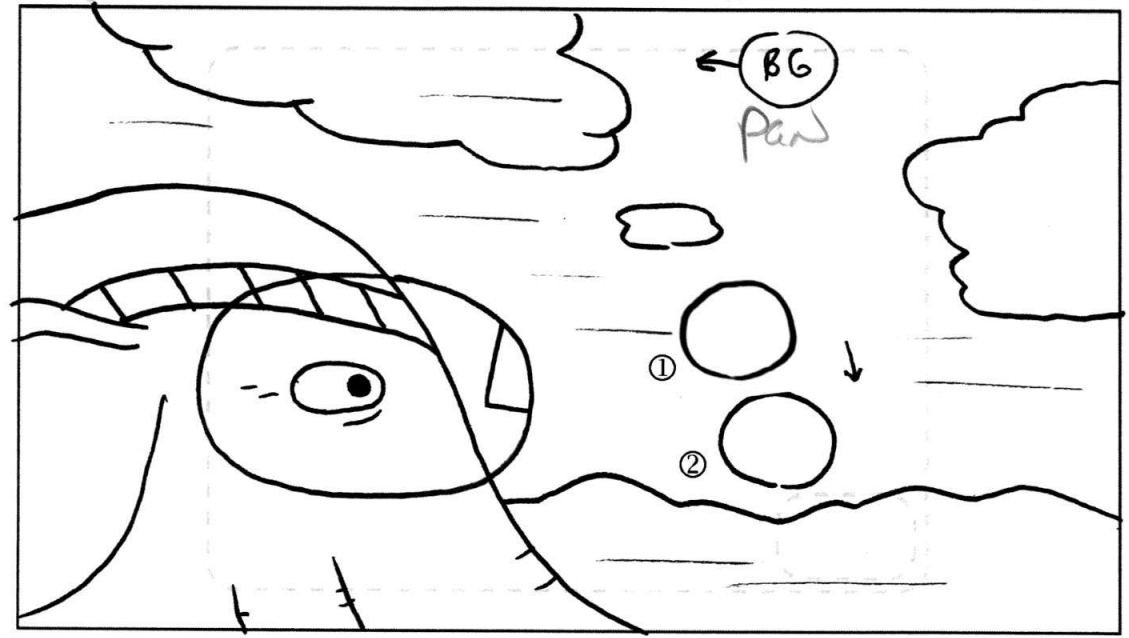


no cut

Sc. 183 Pnl. A Bg. day night



Sc. 184 Pnl. A Bg. day night



Dialog:
Action: APTWE flying sun setting
Timing:

JAN 31 2014

Cut

EPISODE #

Production :

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1025/170

1025/170

Cut

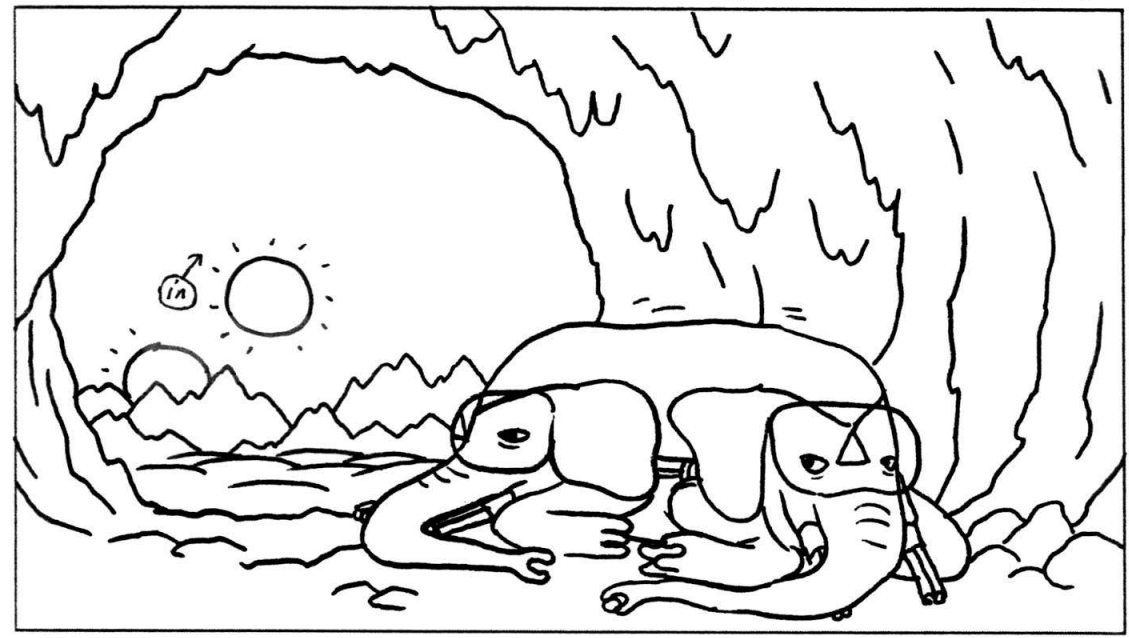
ADVENTURE TIME



Sc. 185 Pnl. A Bg. day night



Sc. 185 cont Pnl. B Bg. day night



Hu
Cut

Dialog:	X to SUNRISE	
Action:	moon dips out elephant breathing	SUN rises APTWE opens its eyes
Timing:	JAN 31 2014	

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1025/170

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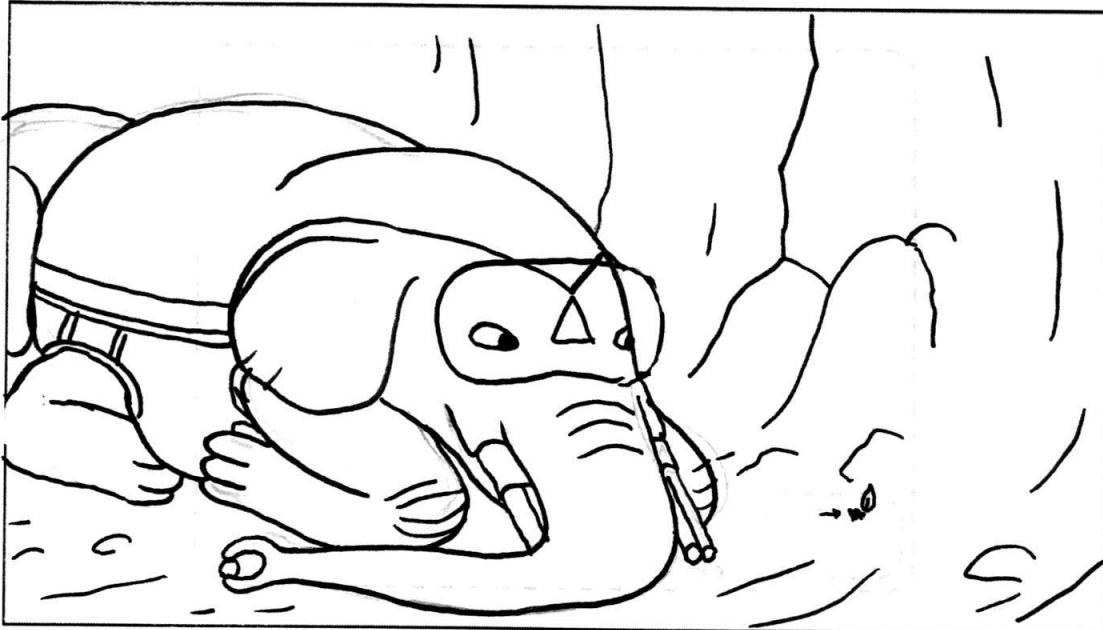
HO
Art

ADVENTURE TIME

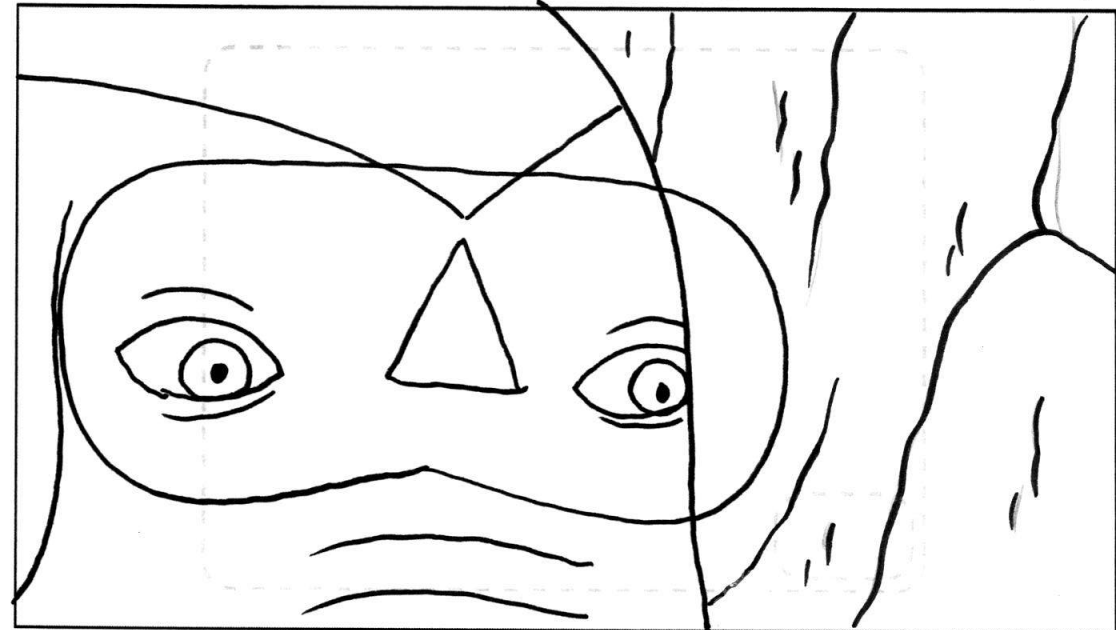


HO
Art

Sc. 186 Pnl. A Bg. day night



Sc. 187 Pnl. A Bg. day night



Page 205
205A NEXT
day night

Dialog:

Action: APTWE looking at an ant carrying a leaf

Timing:



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ADVENTURE TIME



Sc. 187A

Pnl. A

Bg.

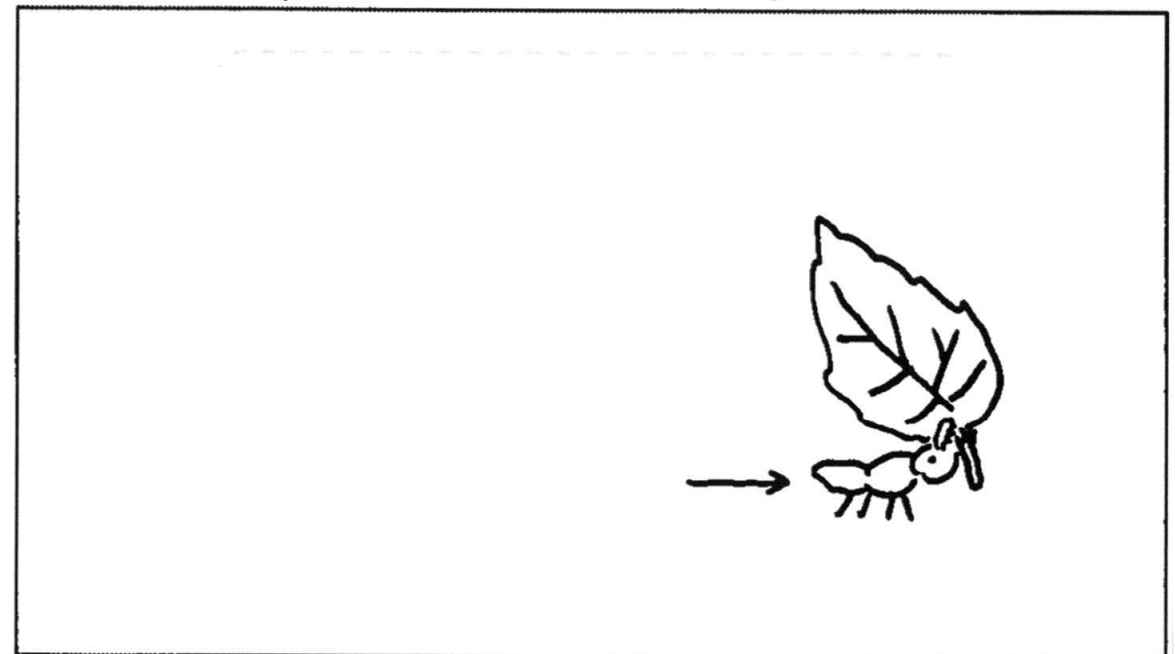
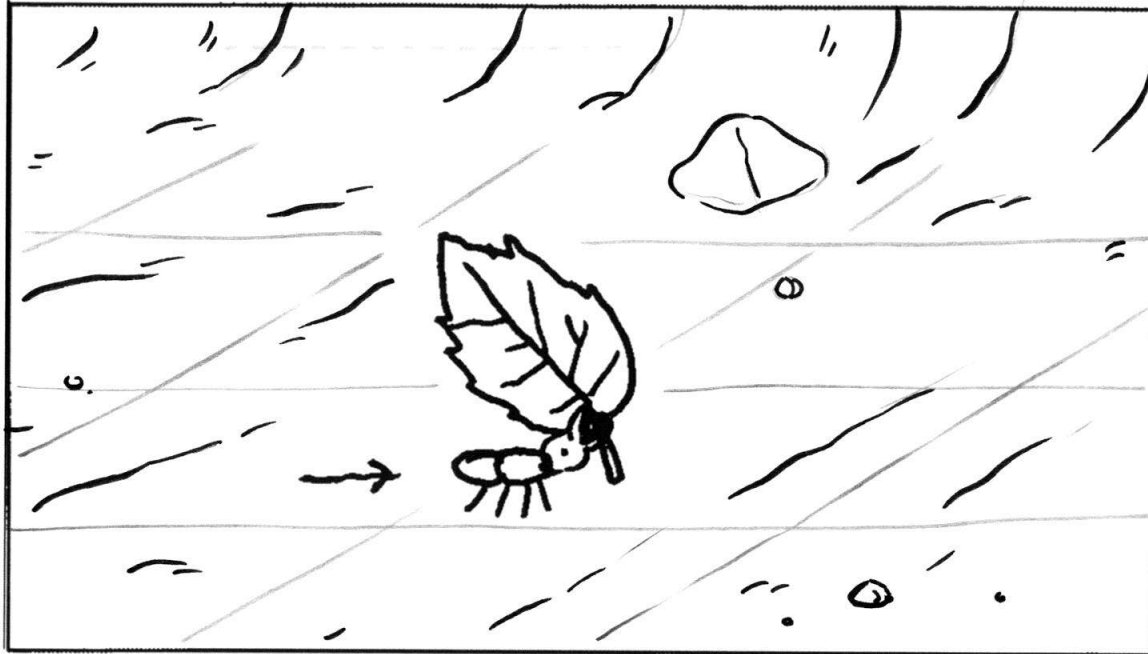
day night

Sc. 187A

const

Pnl. B

Bg.



Dialog:	(VO) Ant/ I'm doing this for a reason.	(VO) Ant/ What choice is there?
Action:		
Timing:		

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1025/170
Production: 1025/170

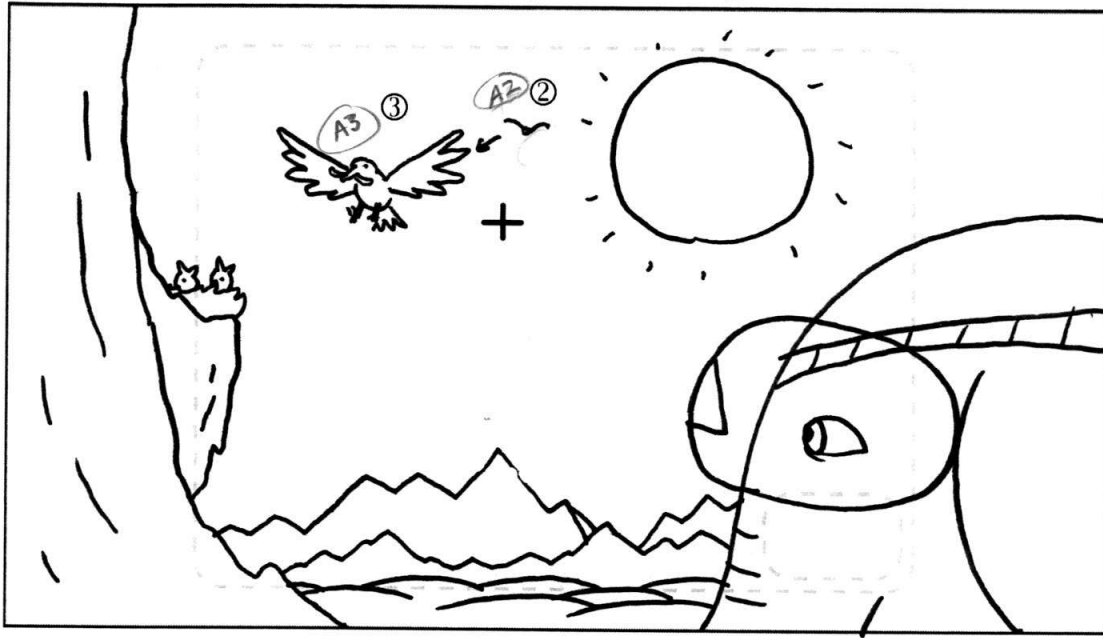
Cut

ADVENTURE TIME

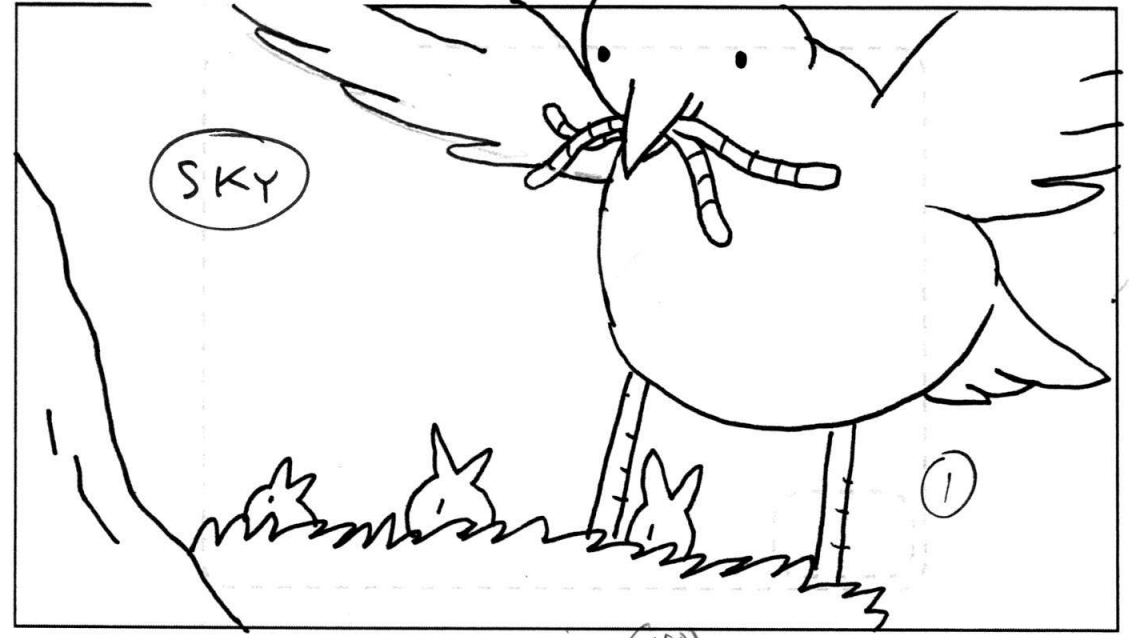


HU
Cut

Sc. 108 Pnl. A Bg. day night



Sc. 109 Pnl. A Bg. day night



Dialog: Bird babies / hungry! hungry! hungry!

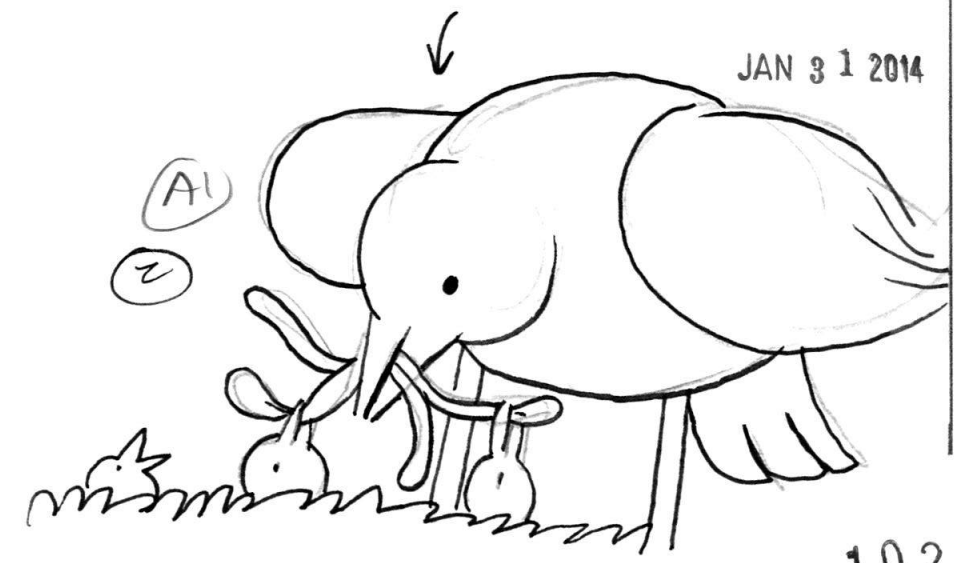
Mom Bird (psychic) / must... feed... babies...
(mouth not moving)

Action: - BIRD AUGHTS ON NEST.

Timing: A1 A2

A1 1 +





HU
Cut

EPISODE #

Production :

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1025/170

1025/170

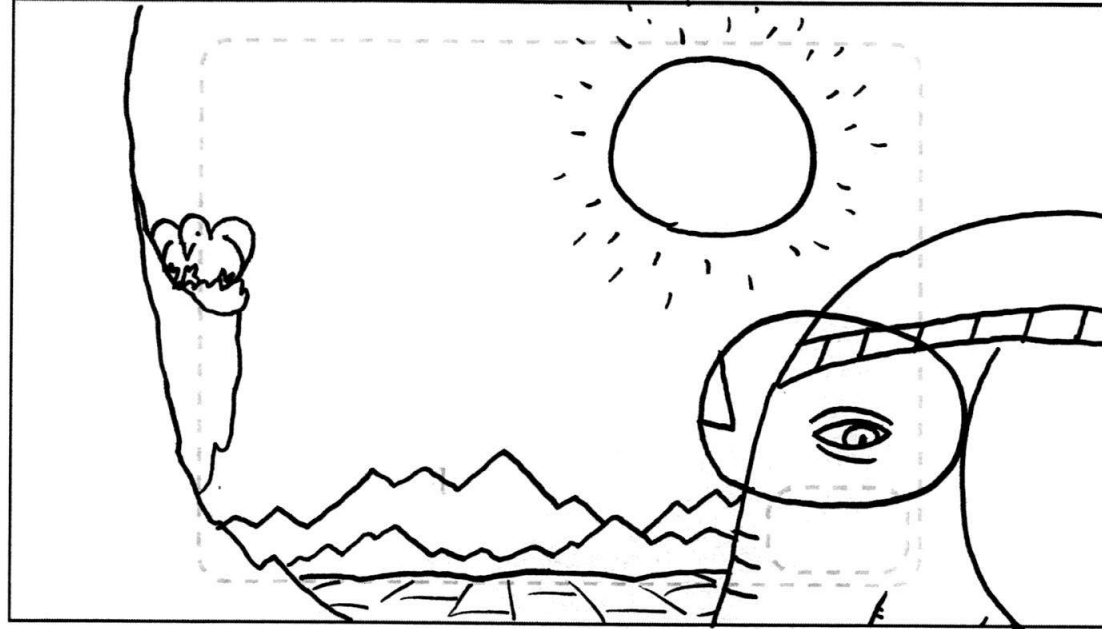
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HW
cut

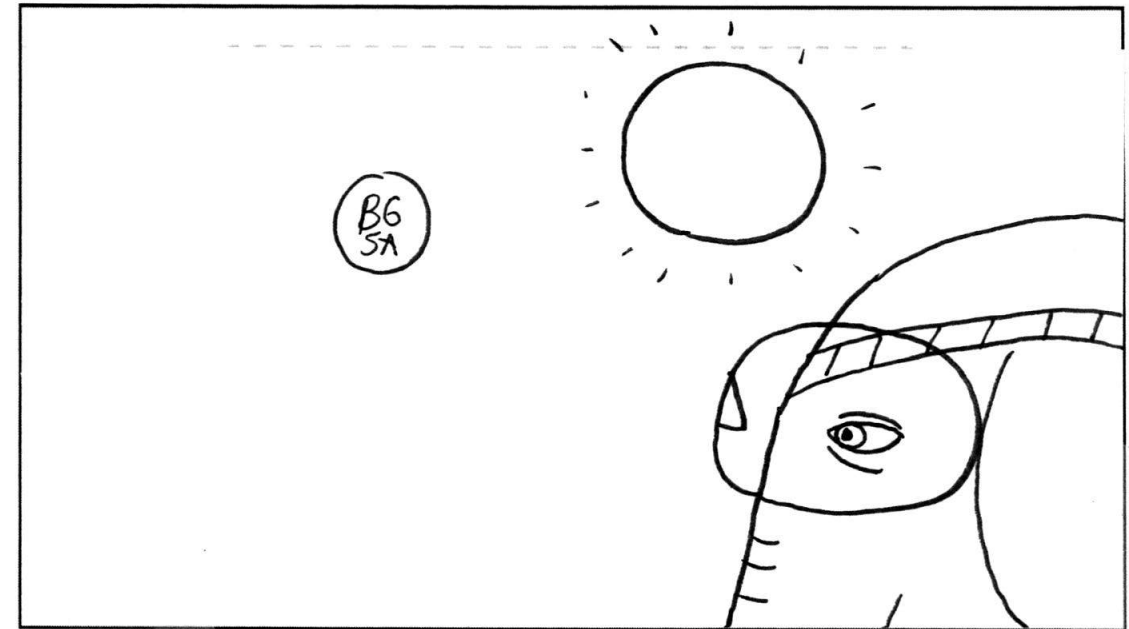
ADVENTURE TIME



Sc. 1a0 Pnl. A Bg. day night



Sc. 1a0 cont Pnl. B Bg. day night



Dialog:	<u>Sun / hey.</u>	<u>Sun / elephant.</u>
Action:		
Timing:		

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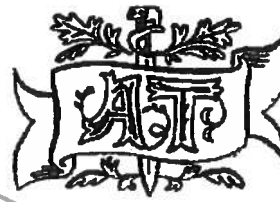
Production :

1025-170

1025/170

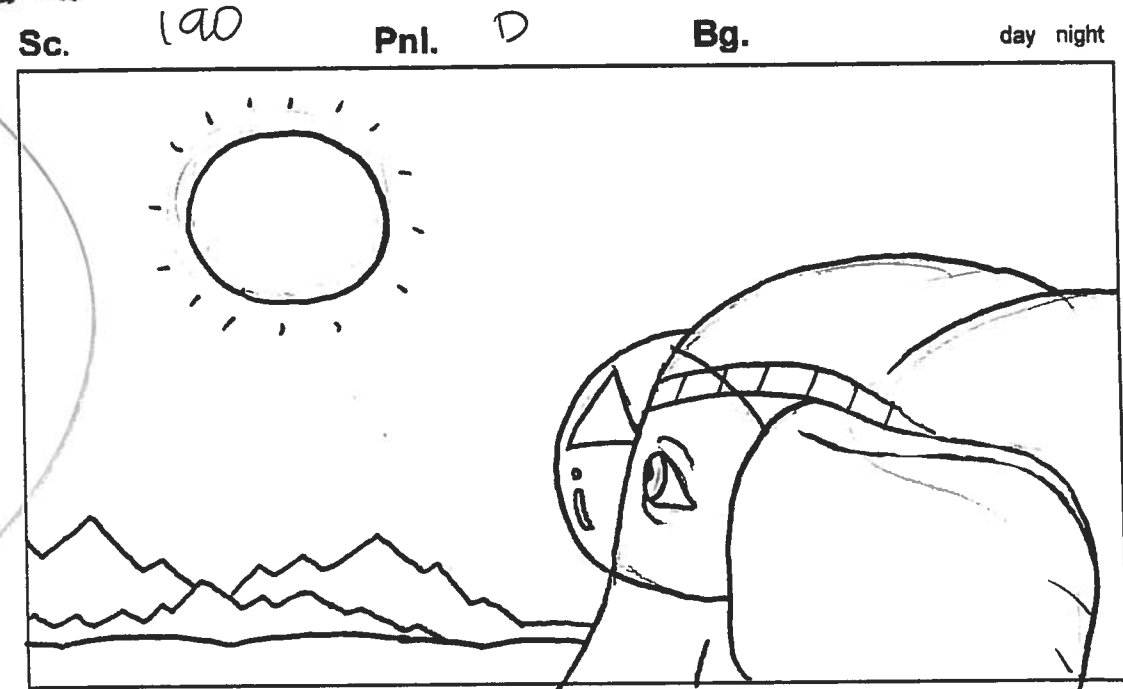
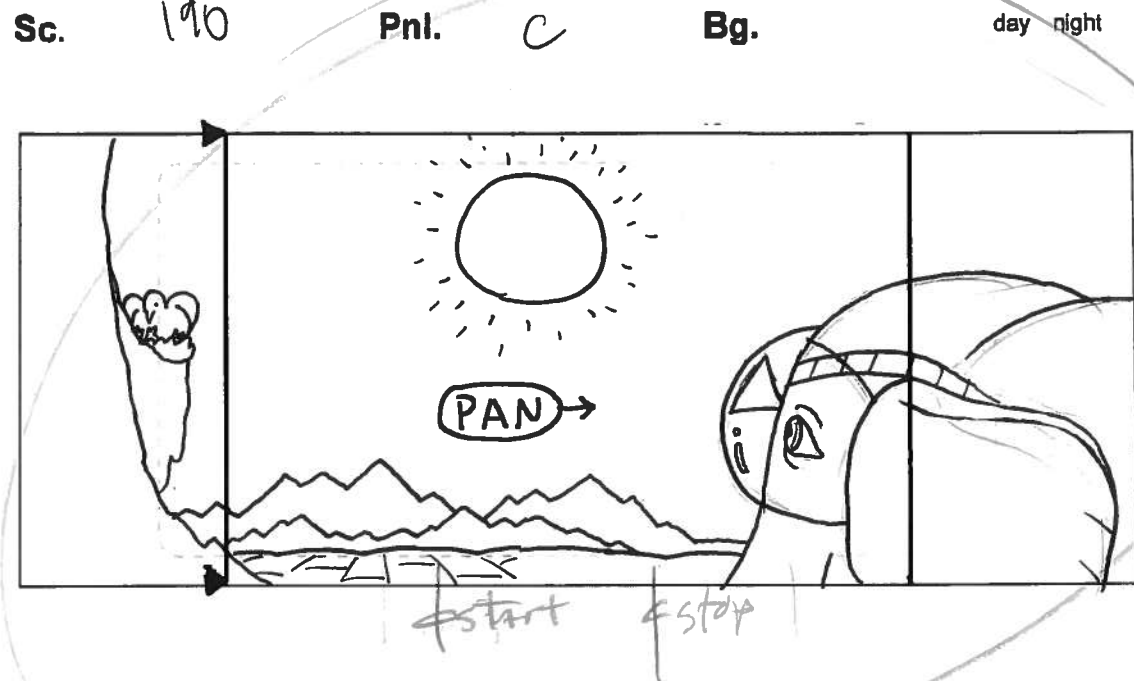
1025/170

ADVENTURE TIME



REVISED
02/13/14

Page 208



Dialog: Sun / I'm more ancient than you

Sun / So think about this:

Action: rotate around elephant
BG adjusts to the left

Timing:

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ADVENTURE TIME



190
A

Page 209
day night

Sc. 190 cont Pnl. E Bg.

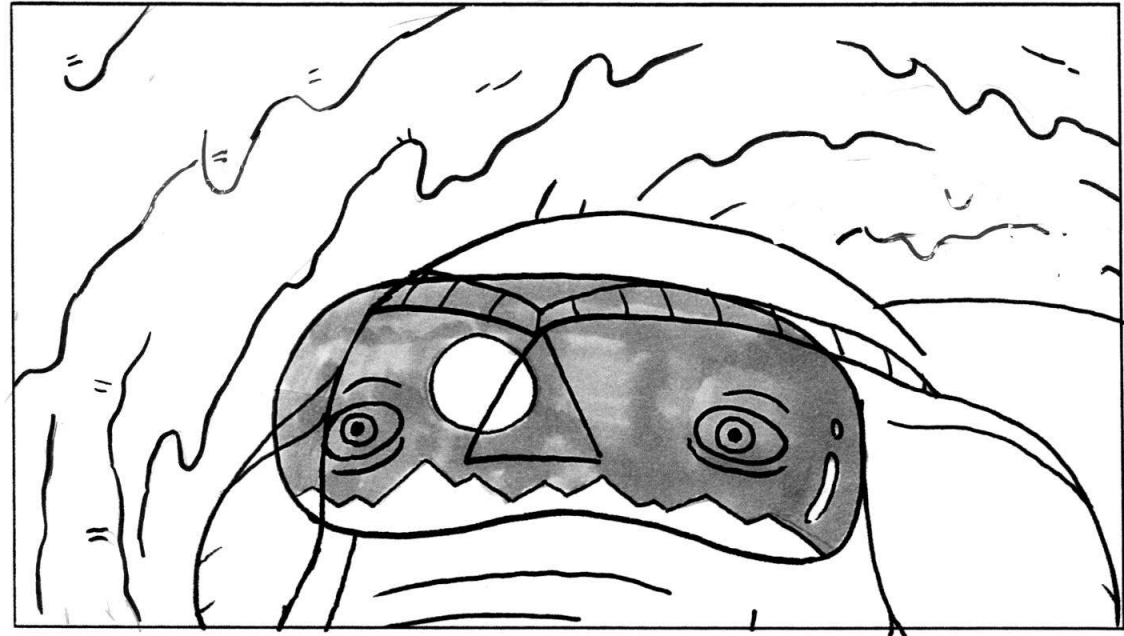
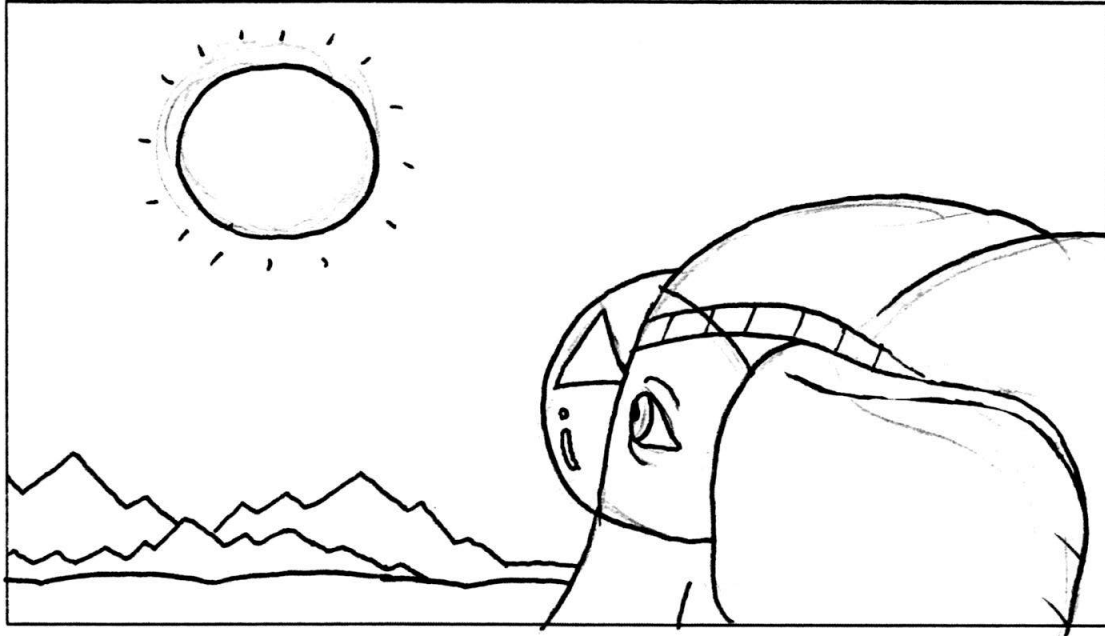
day night

Sc.

Pnl. A

Bg.

day night



Dialog:

Sun/ some day I will engulf the solar system... what was and what will be, is meaningless.

Action:

Sun/ meanwhile you should wonder... are you just a 2 headed pile of meat -

reflection of sun in visor

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Timing:

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1025/170

Production :

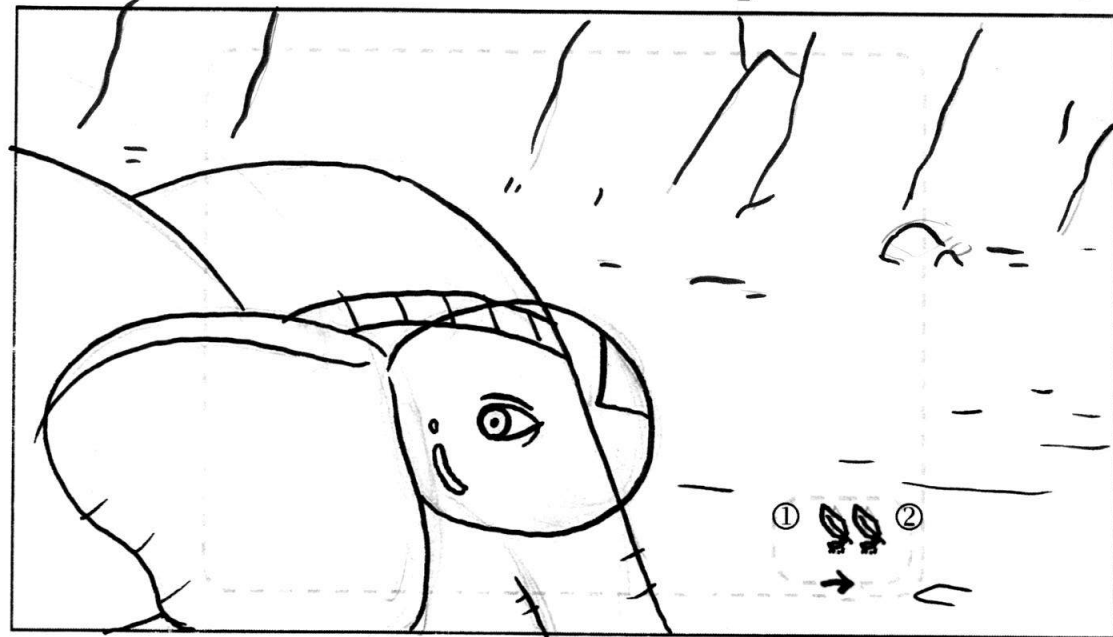
1025/170

ADVENTURE TIME

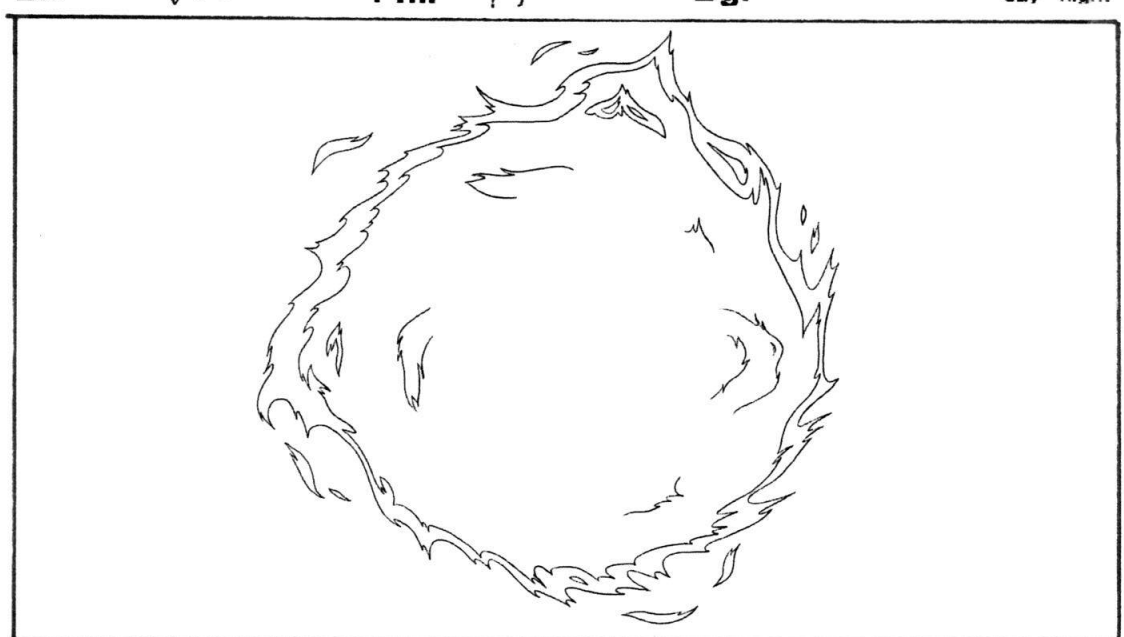


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Sc. 191 Pnl. A Bg. day night



Sc. 192 Pnl. A Bg. day night



Dialog:	<u>Sun(cont)</u> / on a crash course with the cosmic dump?	<u>Sun</u> / Or do you contain the soul - memory of a million dead stars?
Action:	(use sun design from The Great Birdman)	
Timing:	JAN 31 2014	

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1025/170

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1025/170

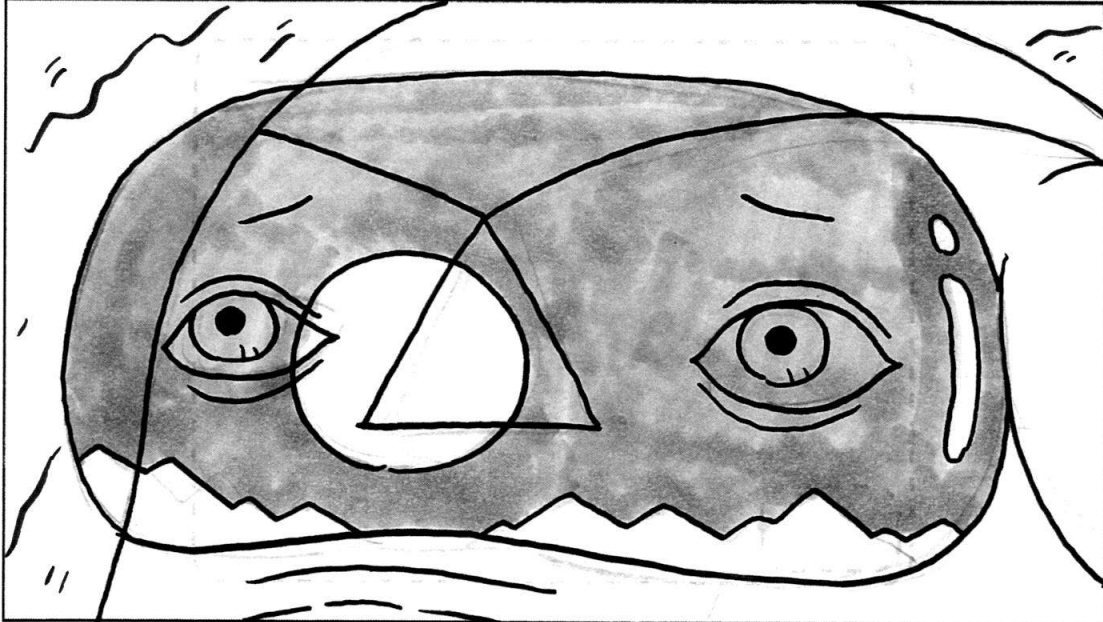
Cut

ADVENTURE TIME

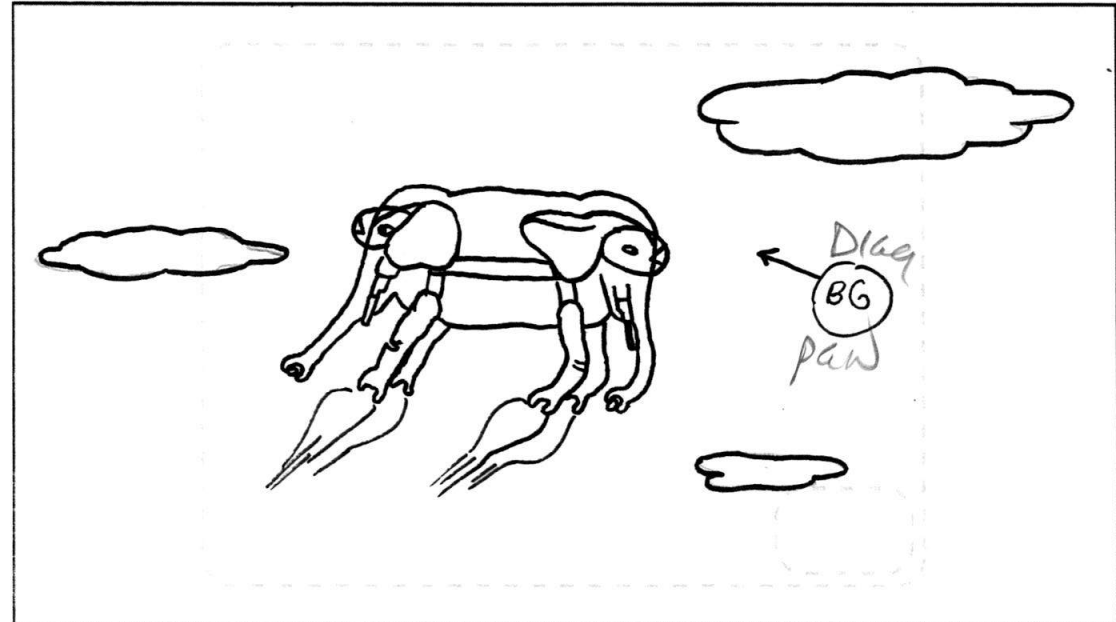


Cut

Sc. 193 Pnl. A Bg. day night



Sc. 194 Pnl. A Bg. day night



Dialog:	<u>Svn</u> (os) / How do you light a candle without a match?
Action:	
Timing:	JAN 31 2014

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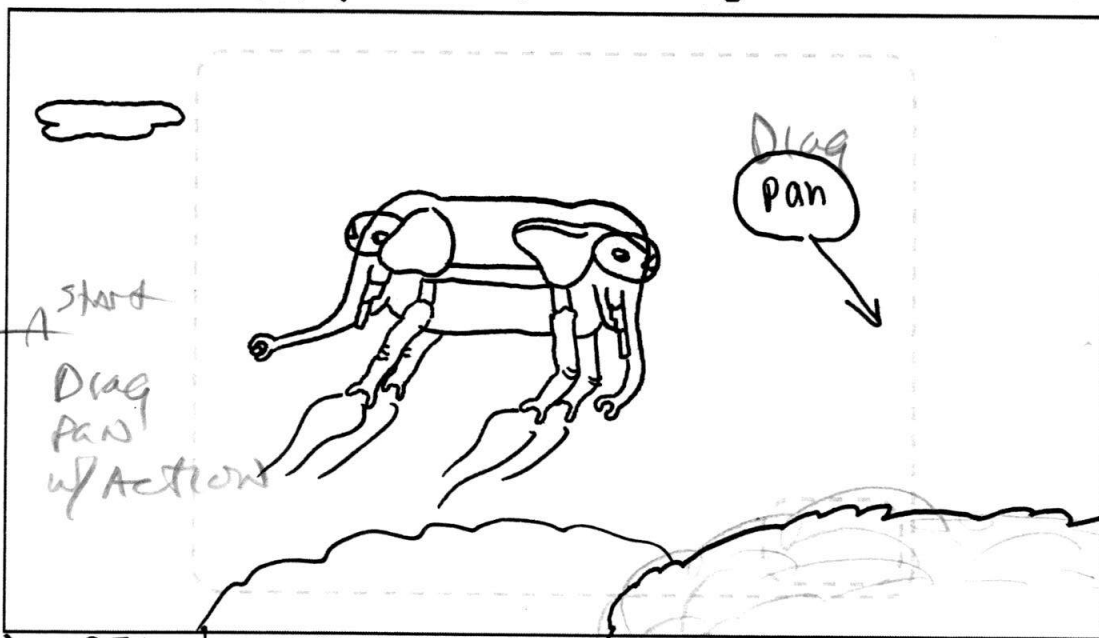
1025/170

1025/170

ADVENTURE TIME

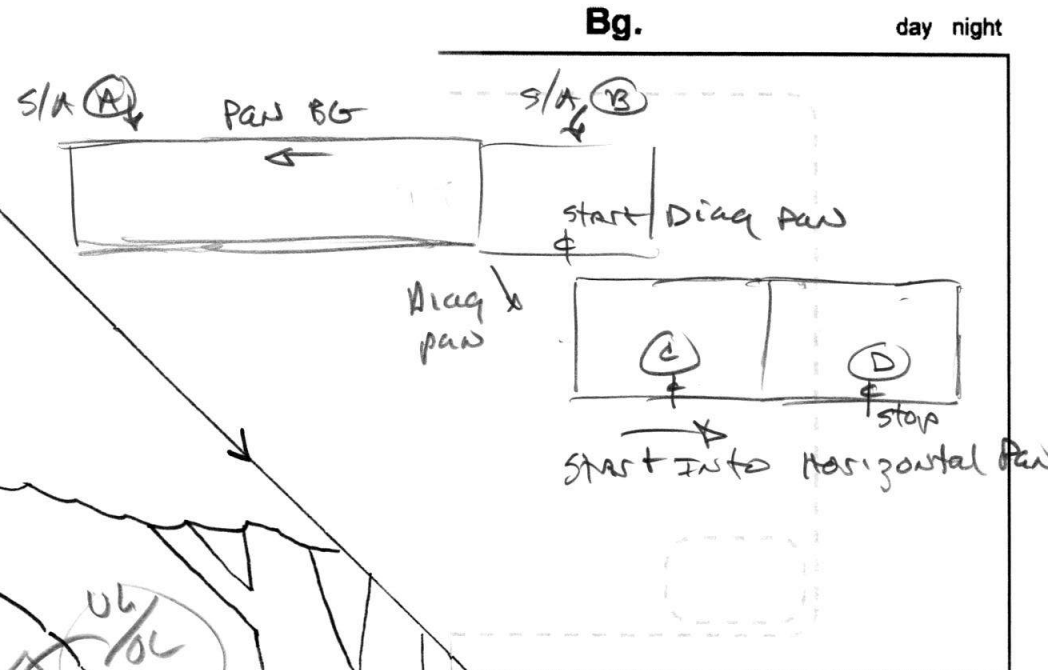


Sc. 194 cont Pnl. B Bg. day night



Action:
- APTWE SWOOPS DOWN INTO FOREST

Timing:
- PAN W/ APTWE.



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ADVENTURE TIME



HO
AUT

Page 213

Sc. 194 CONT

Pnl.

D

Bg.

day night

Sc.

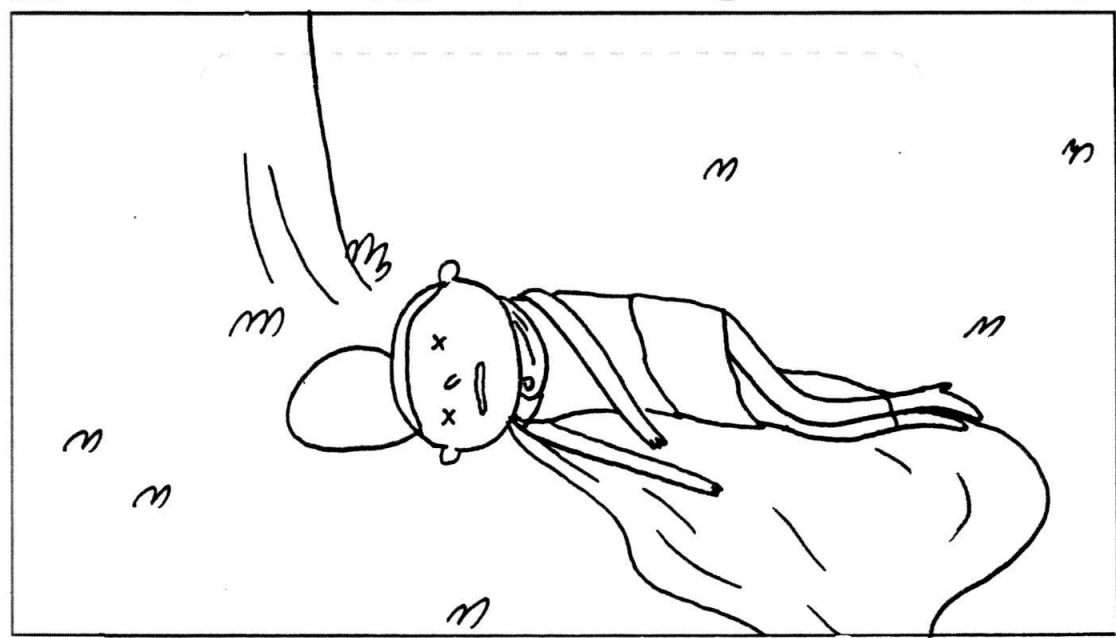
195

Pnl.

A

Bg.

day night



Dialog:	
Action:	-APWE STOPS NEAR MAA.
Timing:	

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ADVENTURE TIME



Sc.

195 cont Pnl.

B

Bg.

day night

Sc.

195 cont Pnl.

C

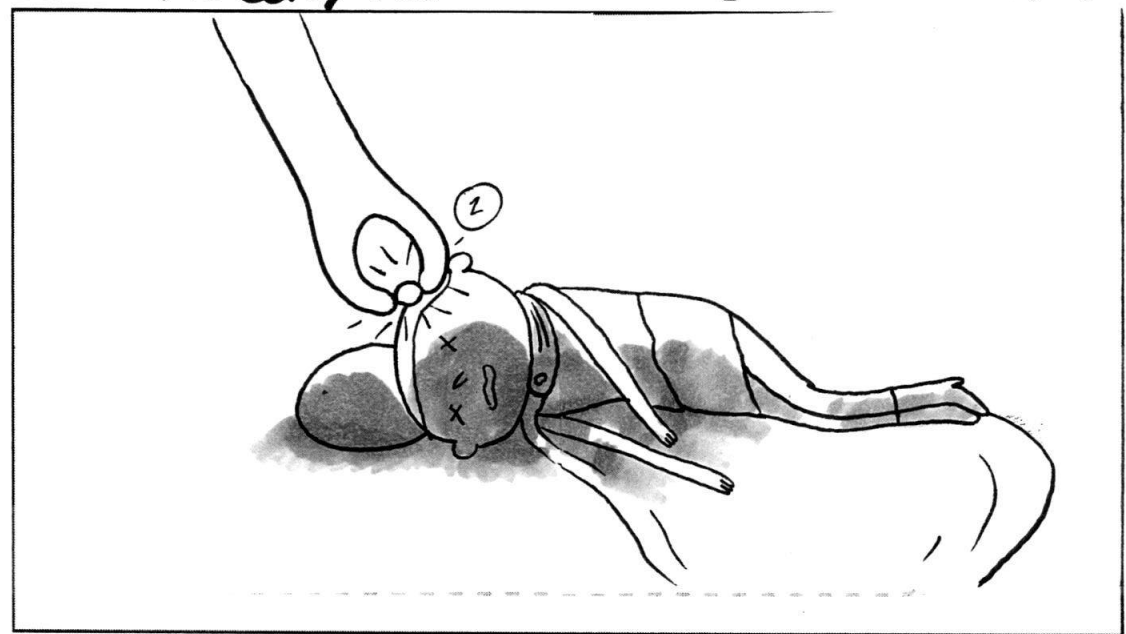
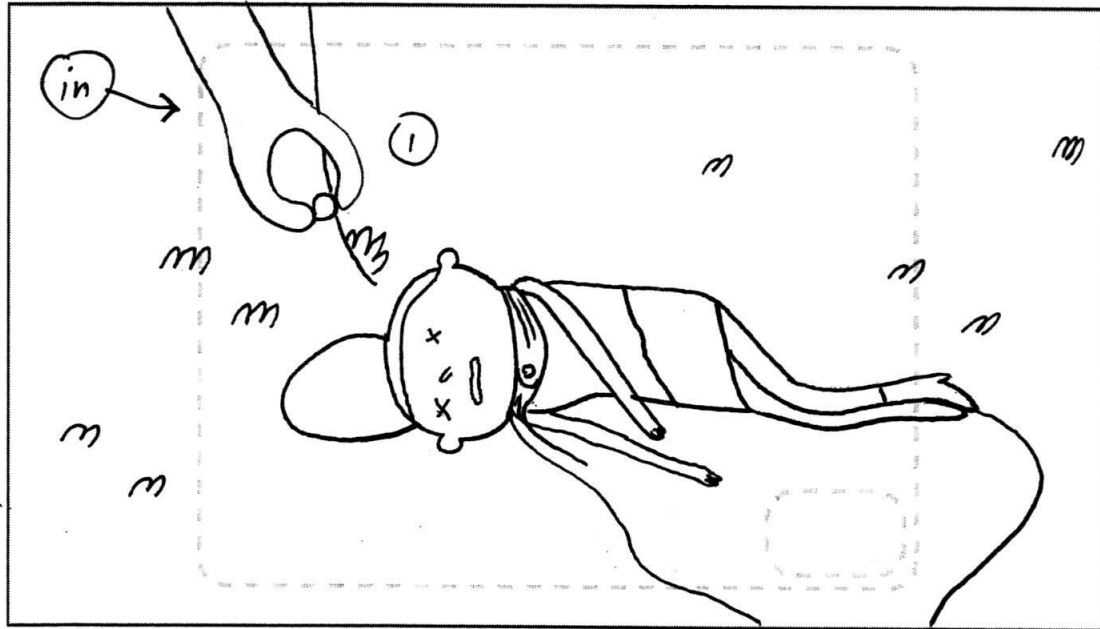
Bg.

Page

214

day night

cut



Dialog:

Maja (psychic voice over) / Hello ? who's that?
why can't I see 'jack'?

Action:

-APTWE REACHES ON/S.

-APTWE stone glows

Timing:

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Production :

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ADVENTURE TIME



Sc.

196

Pnl.

A

Bg.

day night



Sc.

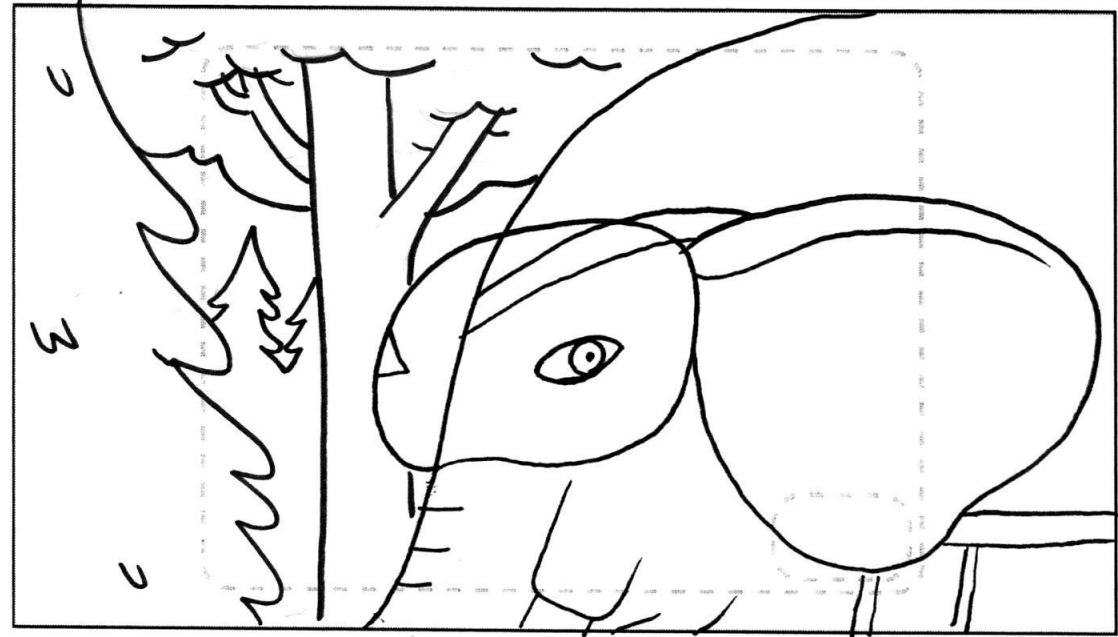
197

Pnl.

A

Bg.

Page 215
day night



Dialog:

APTWE/ You bonked your head.

APTWE/ You're in a coma.

Action:

Timing:

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ADVENTURE TIME



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Sc.

198

Pnl.

A

Bg.

day night

Sc.

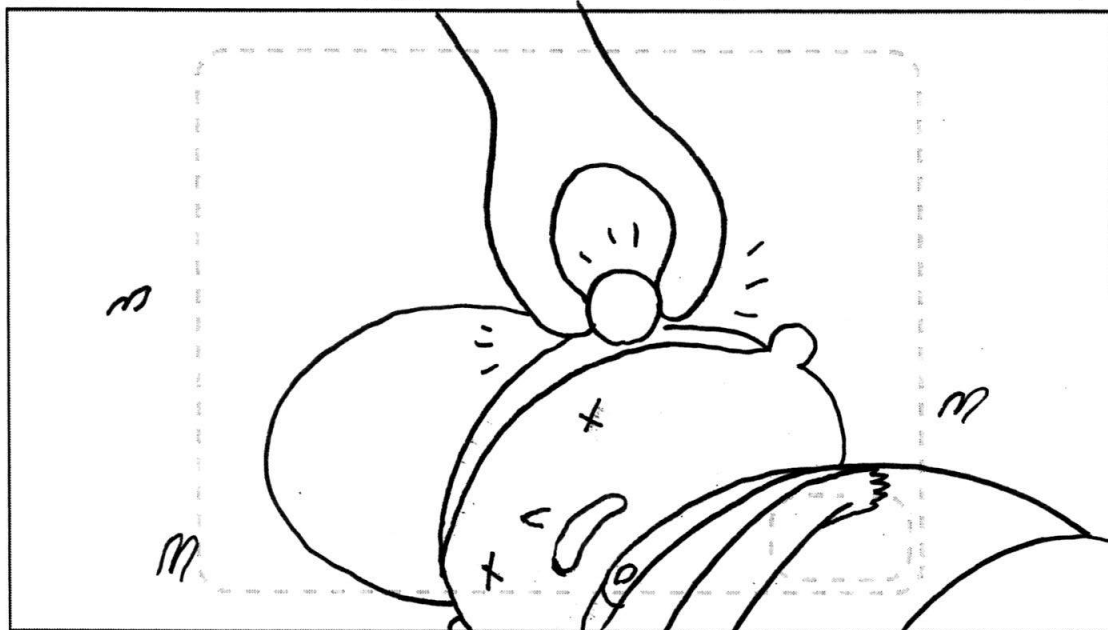
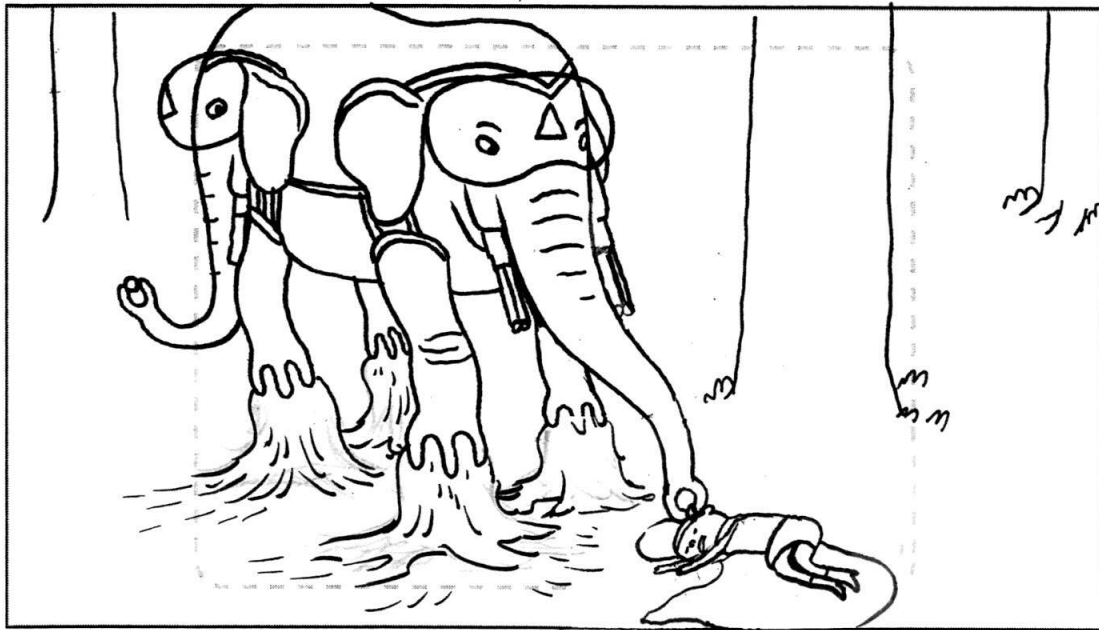
199

Pnl.

A

Bg.

day night



Dialog:

APTWE / But I can help

maja (vo) / Uh... alright.

Action:

Timing:

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Production :

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1025/170

ADVENTURE TIME



Cut

Page **217**
day night

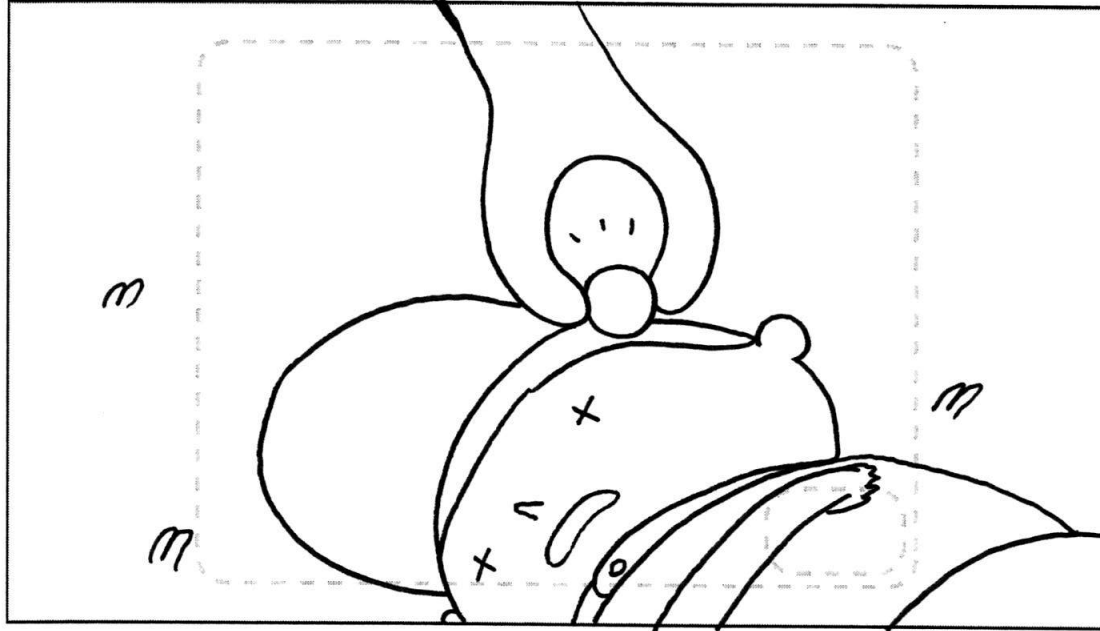
Sc.

199 **CONT** Pnl.

B

Bg.

day night



Sc.

200

Pnl. A

Bg.

day night



Dialog:

Ma'jal (vo) Are you like, powerful?

APTWEI YES.

Action:

Timing:

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Production :

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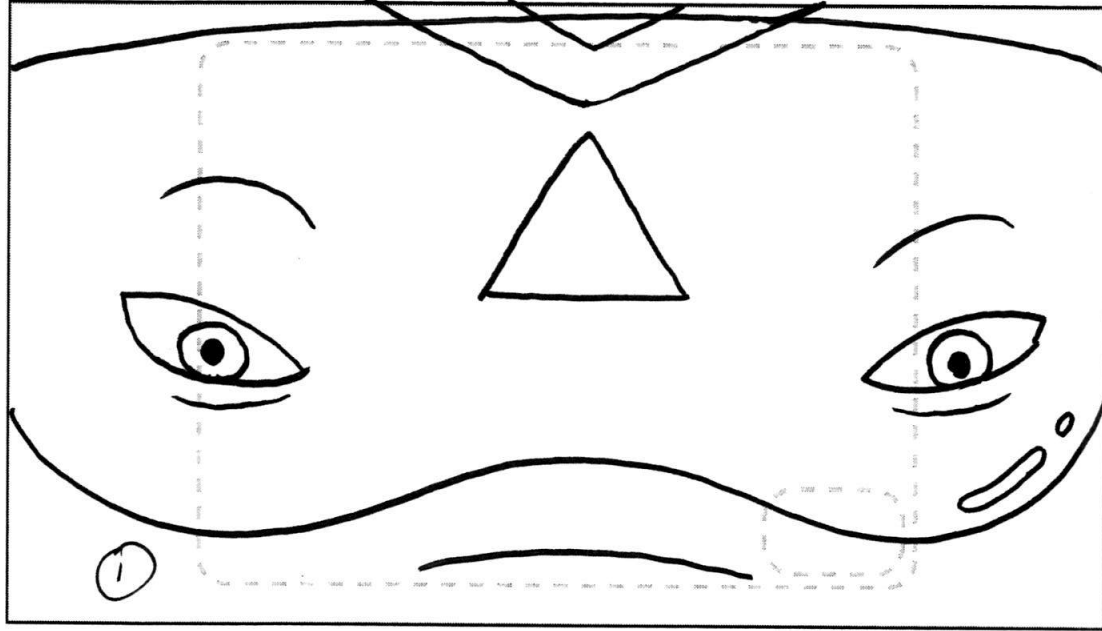
1025/170

1025/170

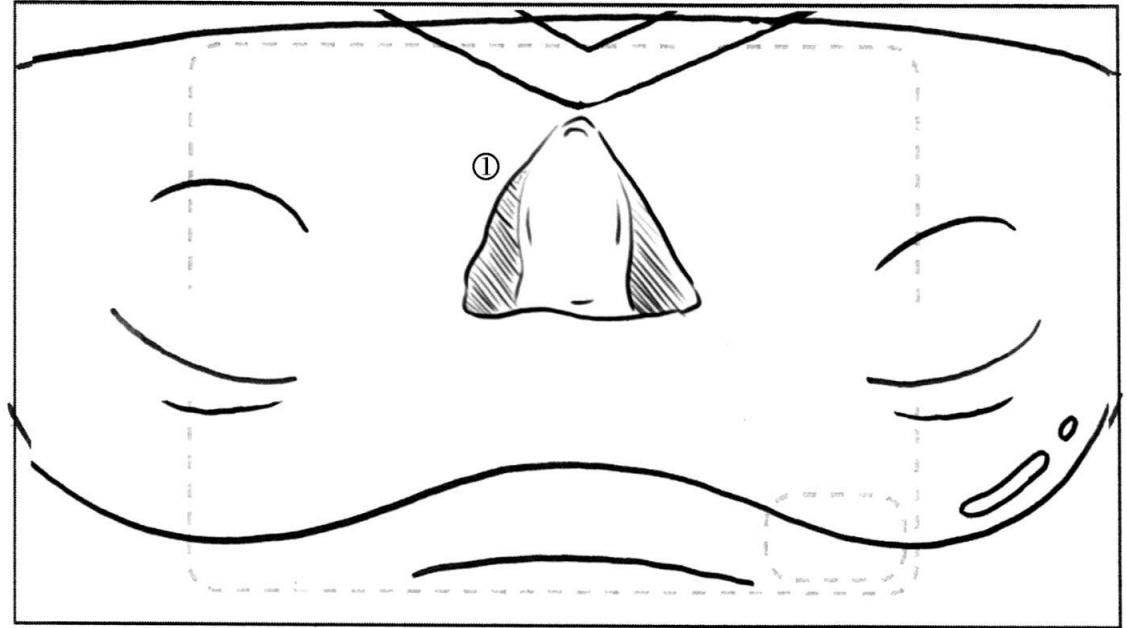
ADVENTURE TIME



Sc. 201 Pnl. A Bg. day night



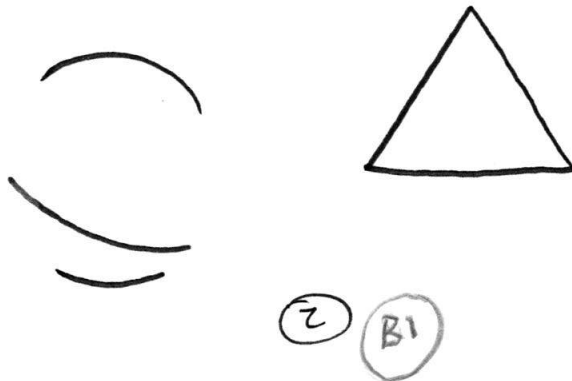
Sc. 201 CONT Pnl. B Bg. day night



Dialog: APTWE I can fly and do lasers from my nose.

Action:

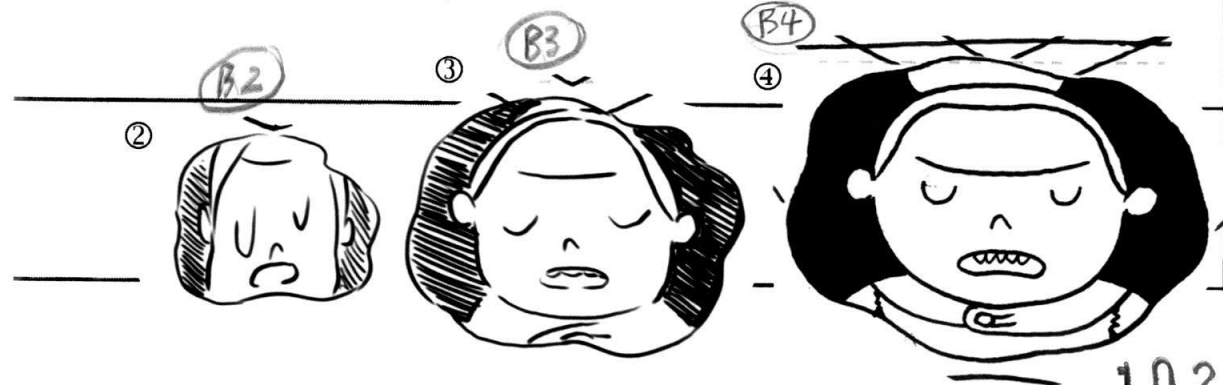
Timing:



Dialog: Maja OK I can run with this

JAN 31 2014

- IMAGE OF MAJA APPEARS OVER APTWE'S FACE.



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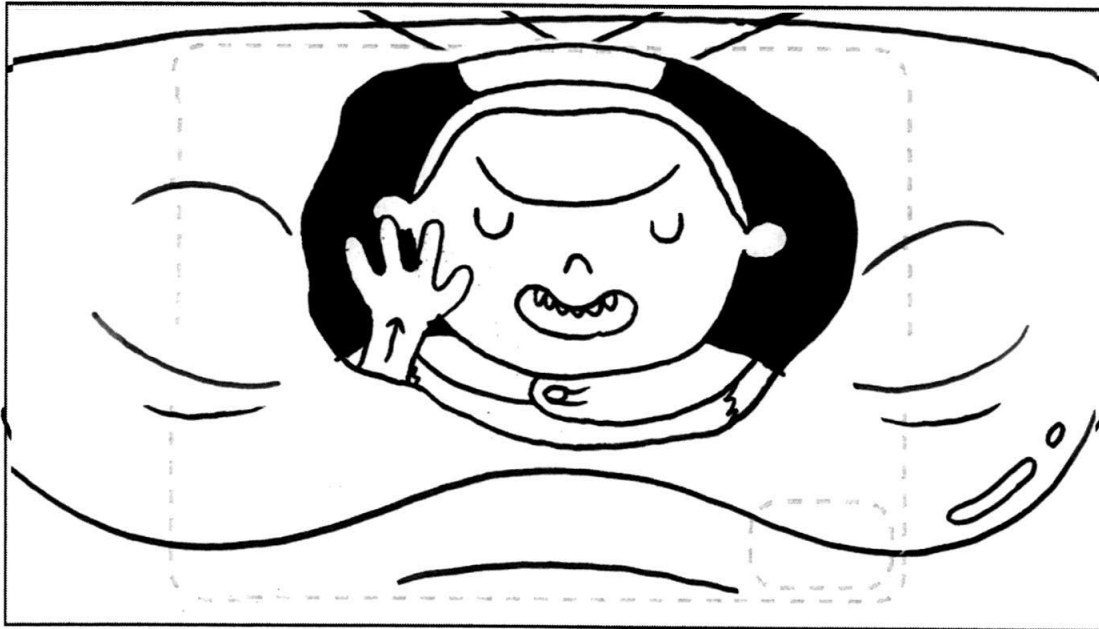
1025/170

ADVENTURE TIME

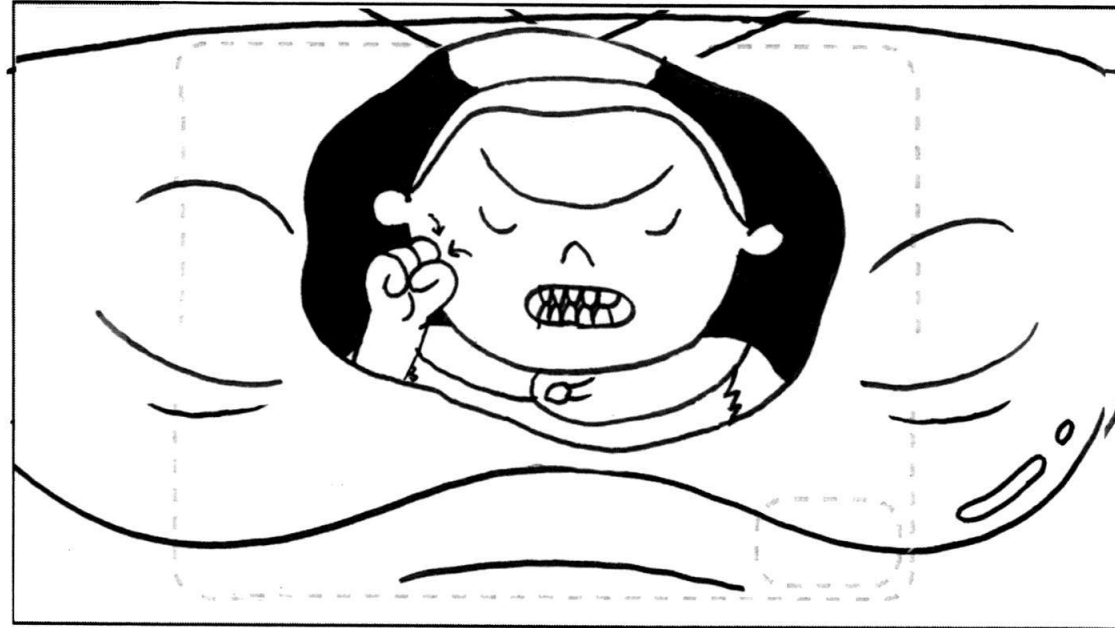


Page 219
day night

Sc. 201 CONT Pnl. C Bg. day night



Sc. 201 CONT Pnl. D Bg. day night



Dialog:	<u>Majal</u> Take me to the Candy Kingdom and shoot your laser nose at it!	
Action:	clench	(clench fist)
Timing:		

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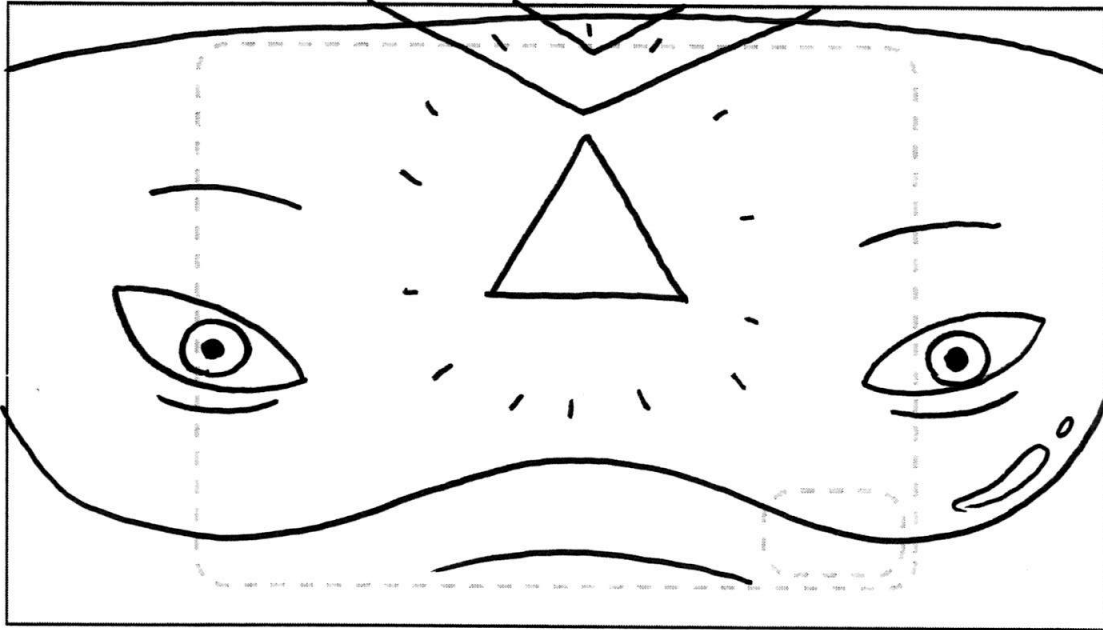


HY
CUT

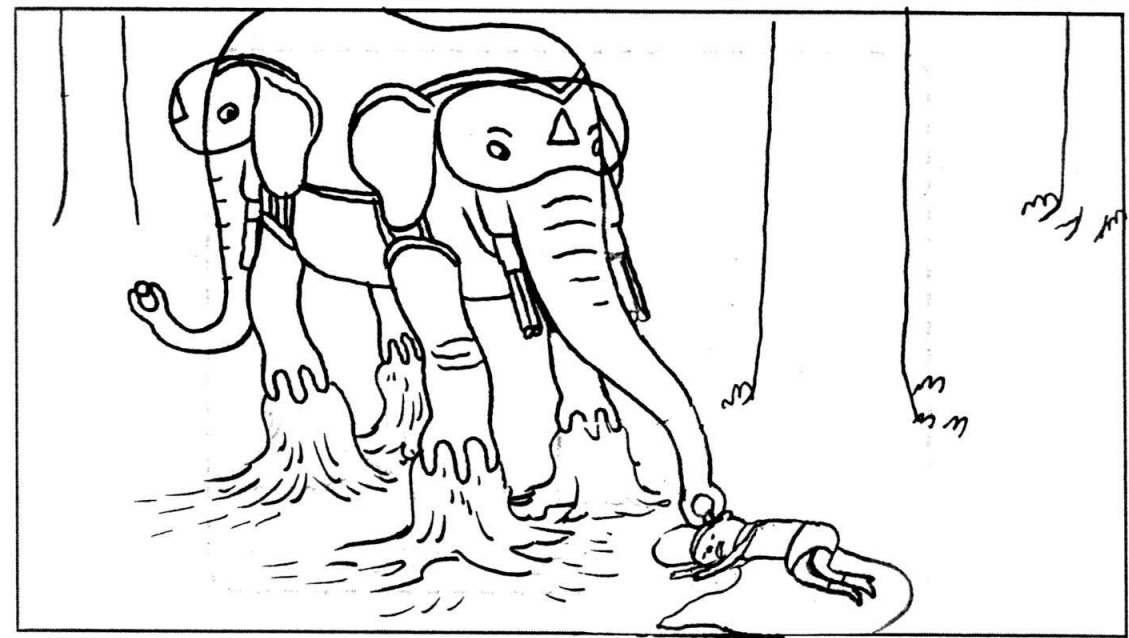
Page 270

HY
CUT

Sc. 201 CONT Pnl. E Bg. day night



Sc. 202 Pnl. A Bg. day night



Dialog:	APTWE/ NO I must decide in this moment, what is best.	APTWE/ For now I am the match AND the candle.
Action:	APTWE opens eyes image of Maja vanishes	
Timing:		

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EPISODE #

Production :

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HO
Cust

ADVENTURE TIME



day night

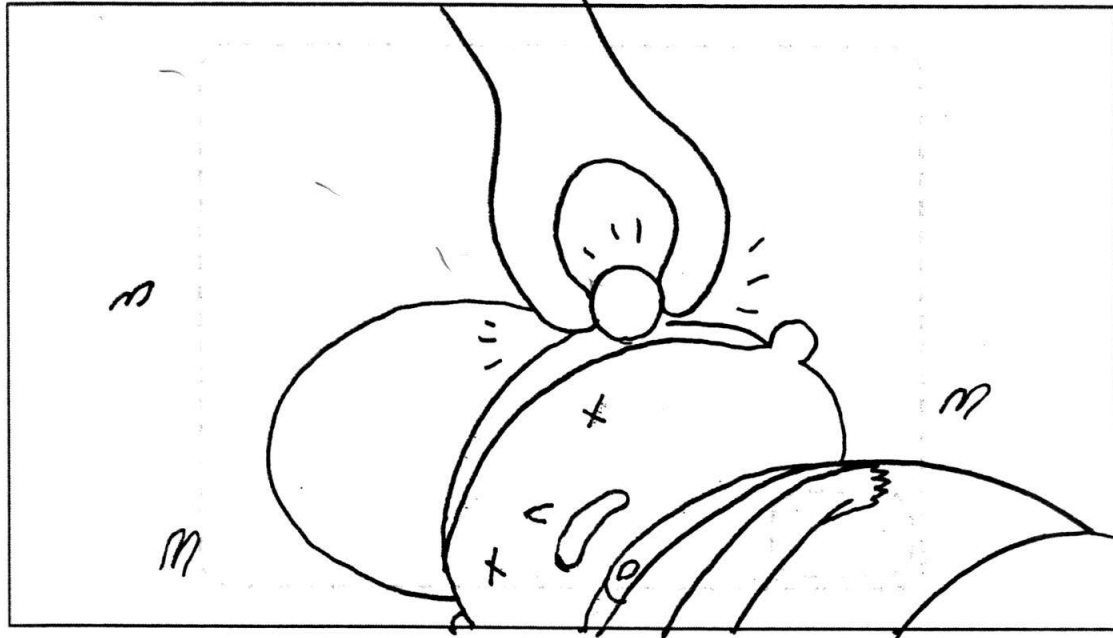
Sc.

203

Pnl.

A

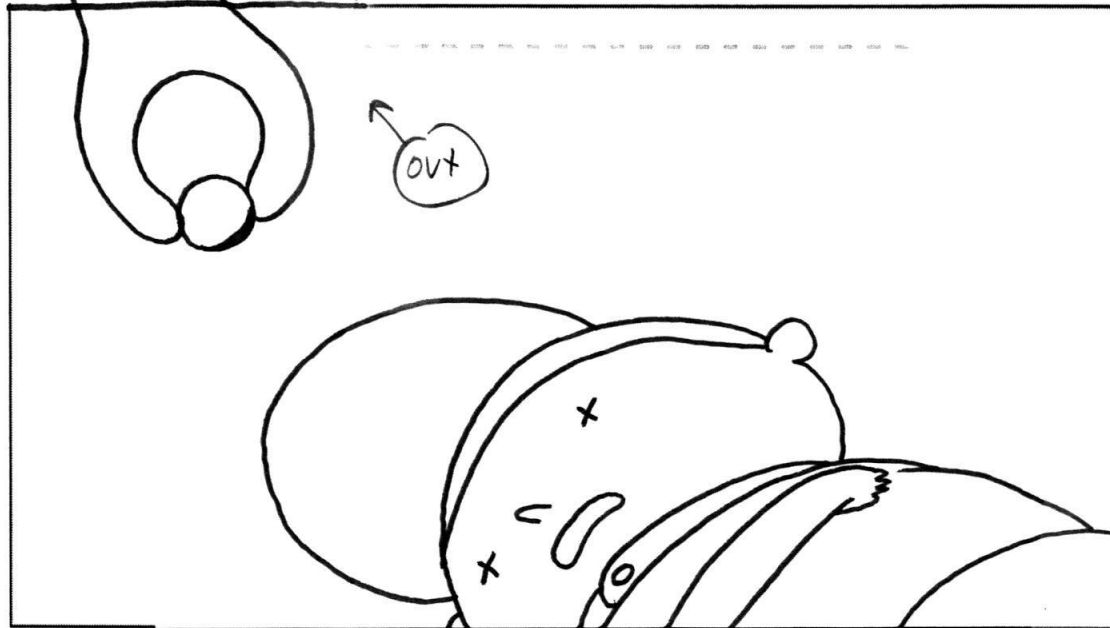
Bg.



Pnl.

B

Bg.



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221

day night

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Production :

Dialog:

Maja/ WUT

APTWE/ I will be your friend and
keep you alive

Action:

- APTWE WITHDRAWS TRUNK.

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Timing:

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ADVENTURE TIME



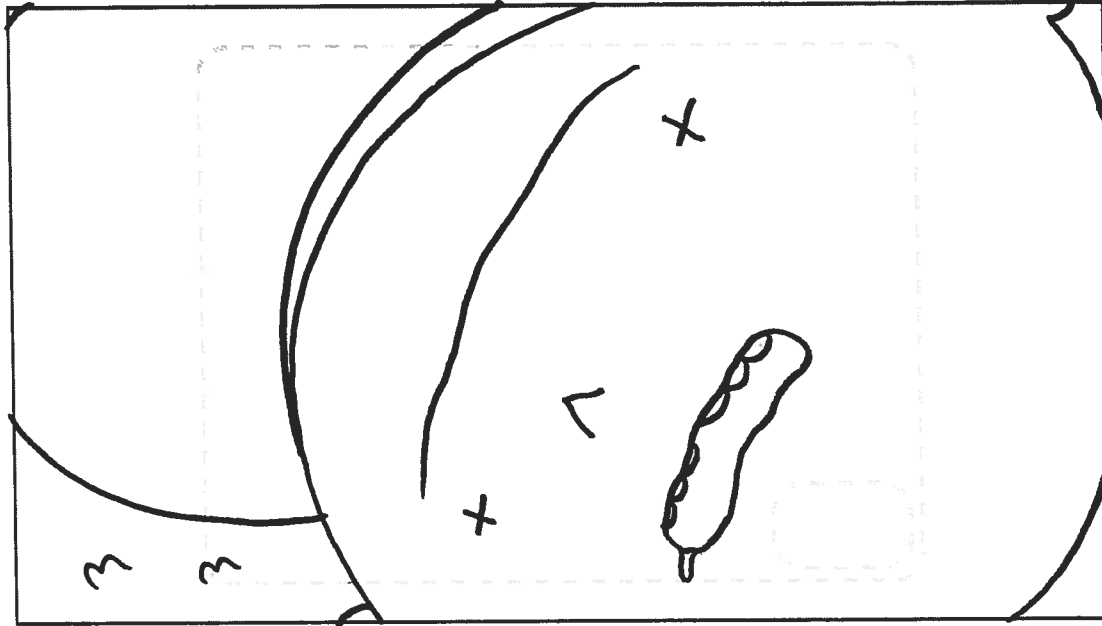
REVISED
02/13/14

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Sc. 204 Pnl. A Bg. day night



Sc. 205 Pnl. A Bg. day night



Dialog:	APTWEI Until you regain consciousness maybe.	Majal that plan sounds like DIRT!
Action:		
Timing:		

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Production :

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Sc.

206

Pnl.

A

Bg.

day night



Sc.

207

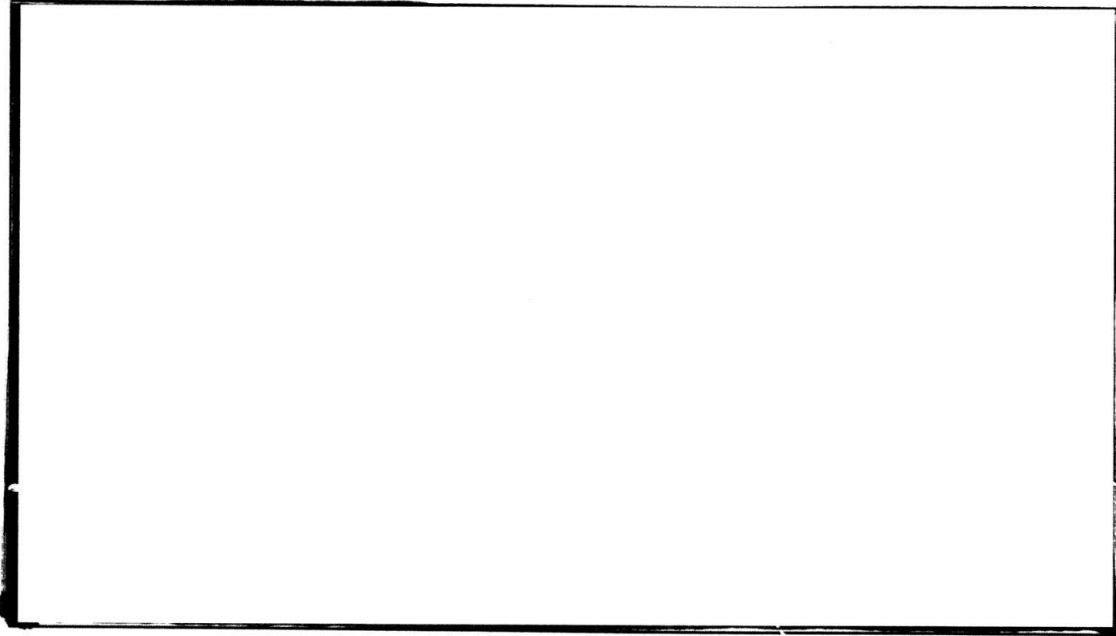
Pnl.

A

Bg.

Page

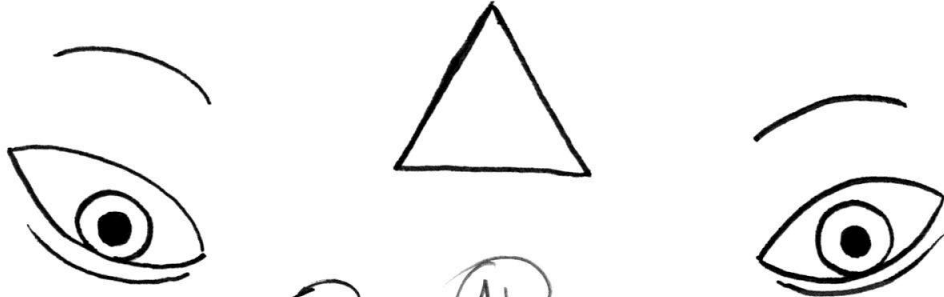
day night



Dialog:

APTWE/①see through②my eyes Maja

Action:



Timing:

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Production :

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223A NEXT

ADVENTURE TIME



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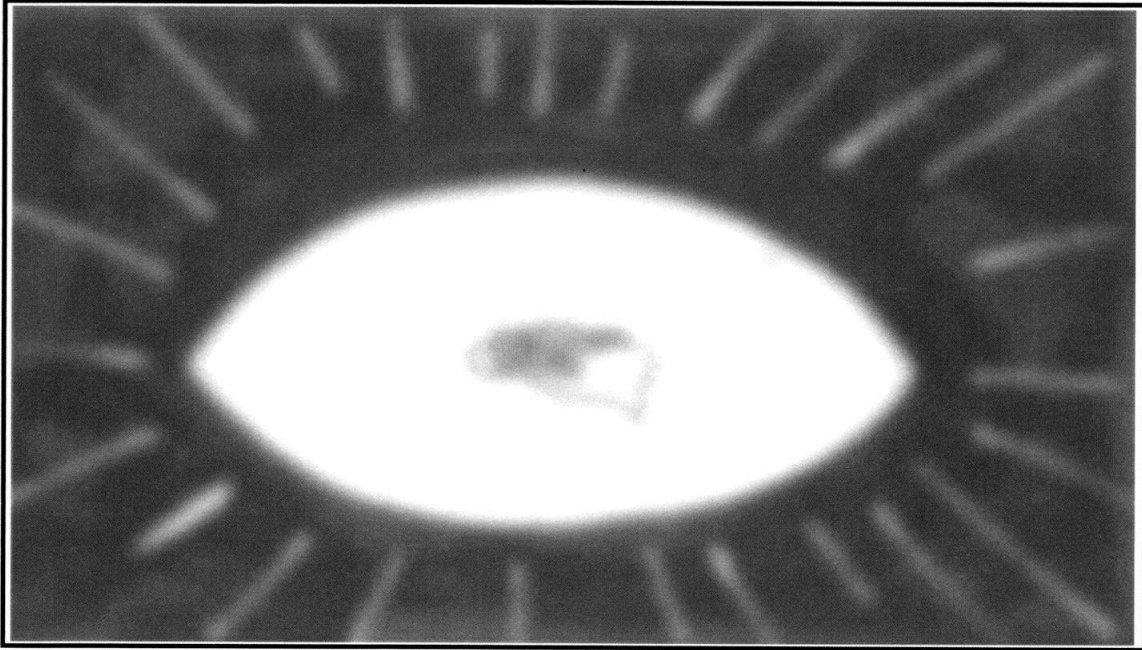
223B NEXT

Sc. 207 *cont*

Pnl. B

Bg.

day night

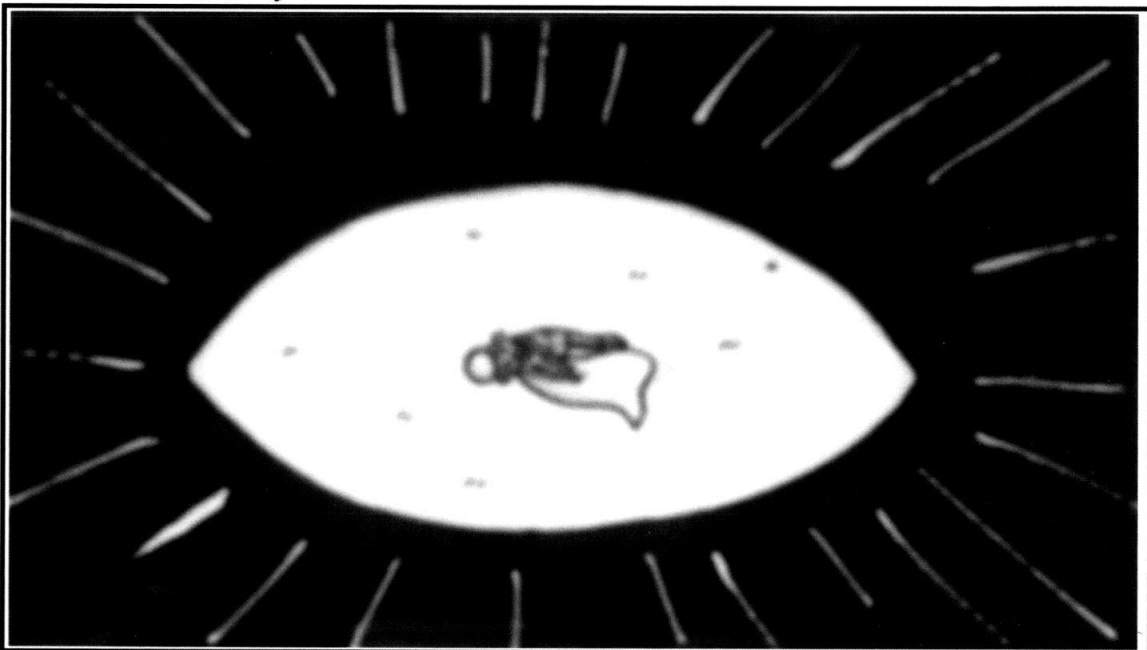


Sc. 207 *cont*

Pnl. C

Bg.

day night



Dialog:	<div data-bbox="115 950 268 1169"><p>FADE IN</p></div>
Action:	
Timing:	

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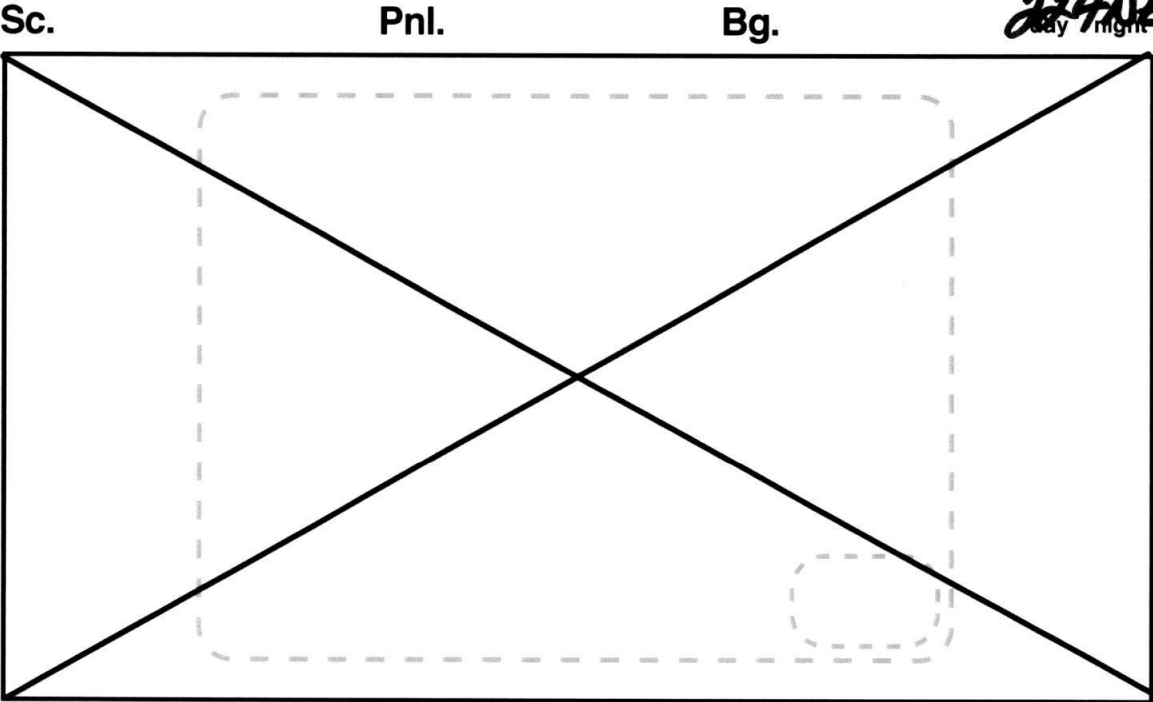
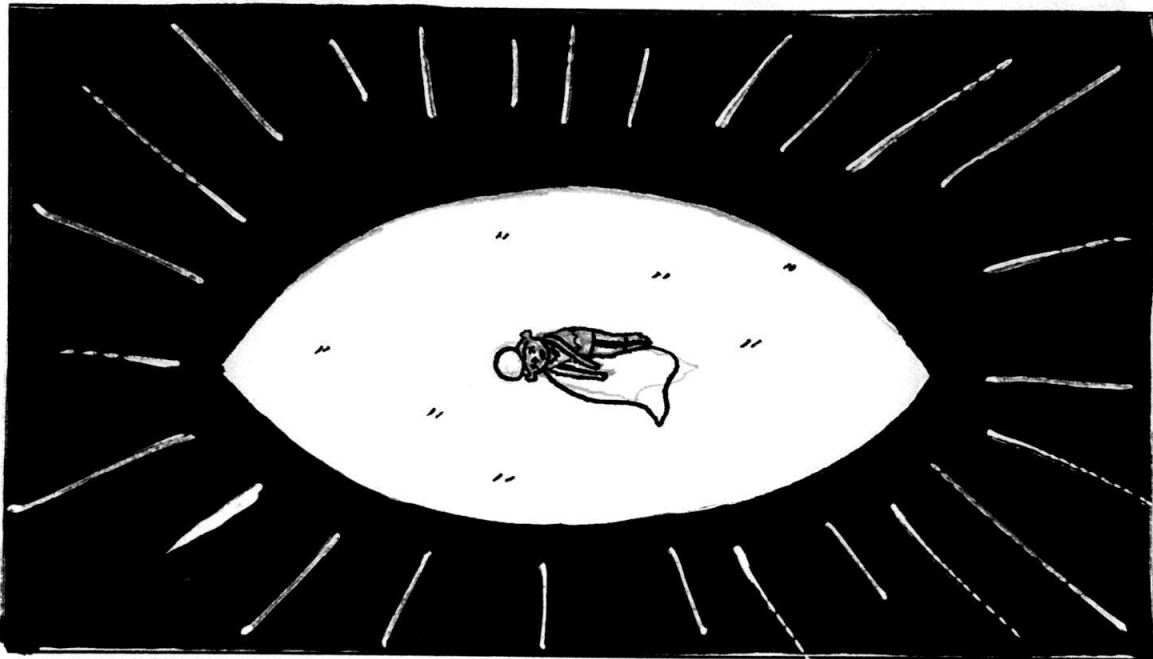
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ADVENTURE TIME



224 NEXT
day night

Sc. 207 *cont* Pnl. D Bg. day night



Dialog *Maja/ Ahh it's bright!*

Action:

Timing:

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Production:

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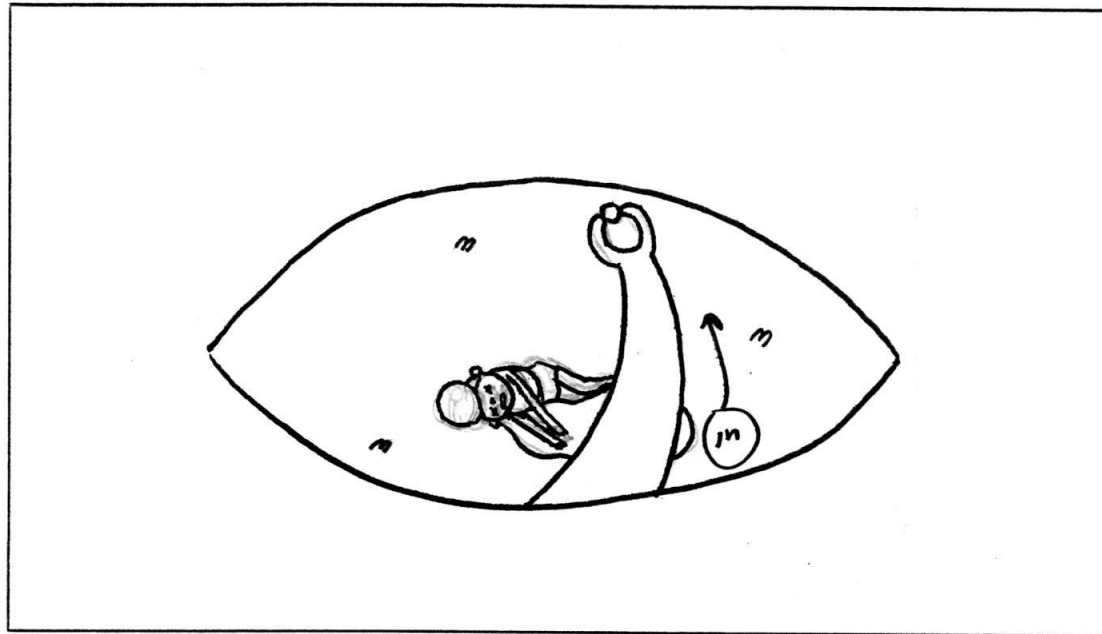
Sc.

207 CONT

Pnl. E

Bg.

day night



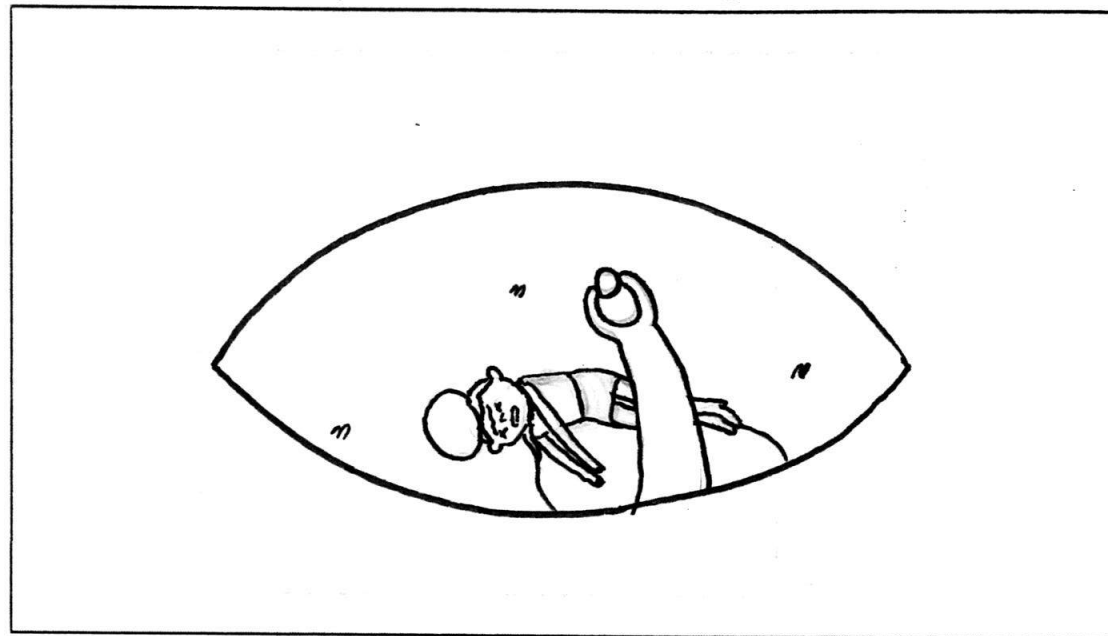
Sc.

207 CONT

Pnl. F

Bg.

day night



Dialog:

Majal wait yovie the freaking elephant -

Action:

- APTWE'S TRUNK RISES INTO VIEW

Timing:

Majal Yov laser nosed me!

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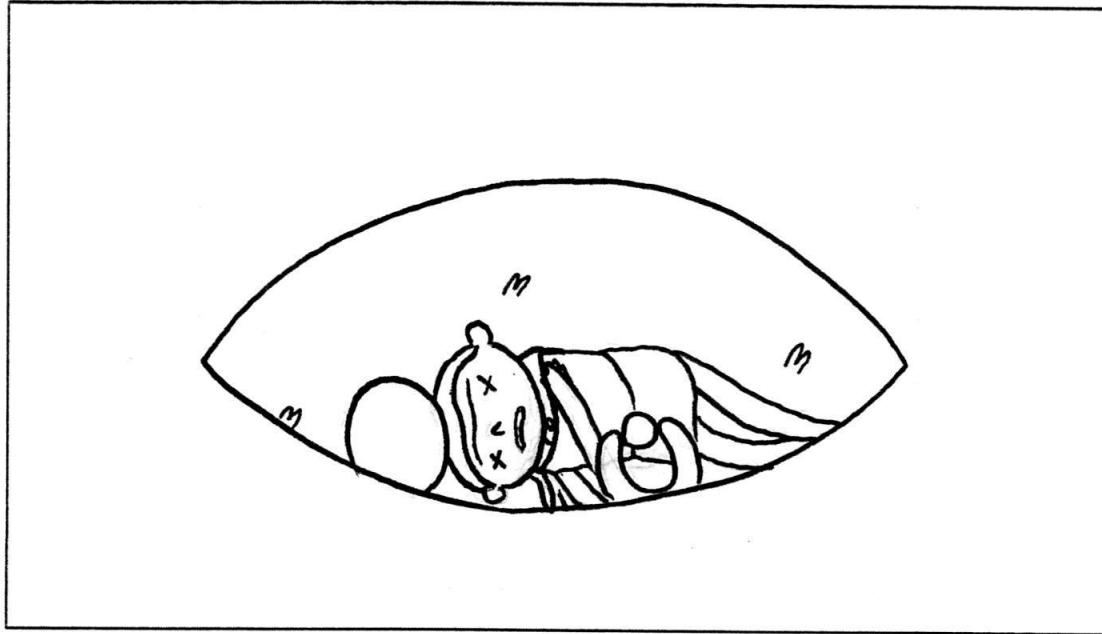
1025/170

Sc.

207 **CONT** Pnl. G

Bg.

day night

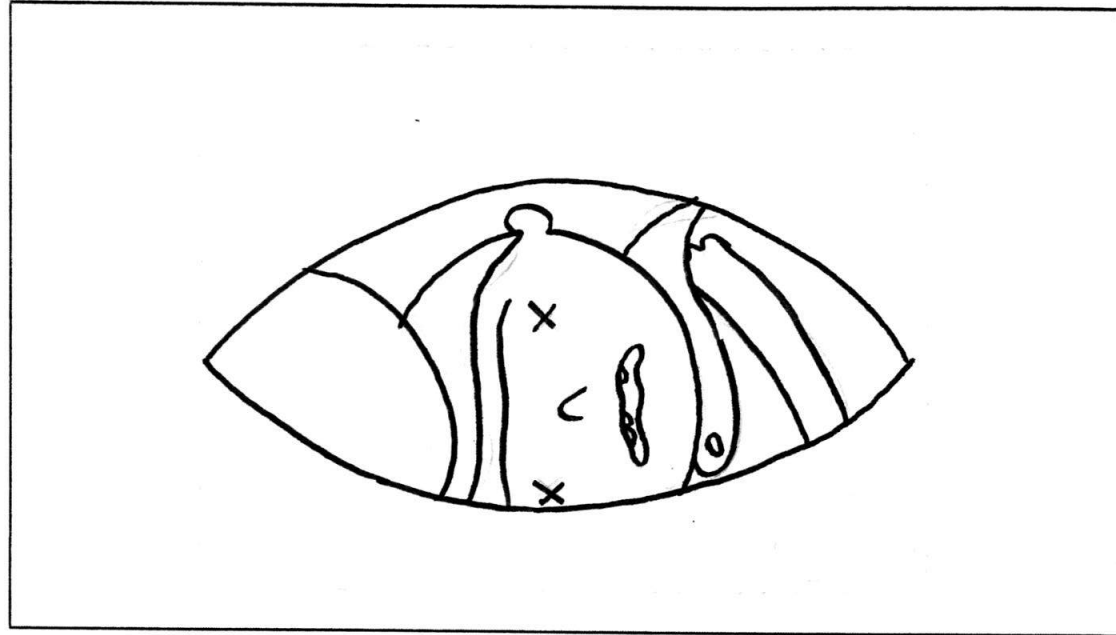


Sc.

207 **CONT** Pnl. H

Bg.

Page **225**
day night



Dialog: Maja somebody help !

Maja Oh my Glob somebody!

Action: - APTWE GETS CLOSER TO MAJA

Timing:

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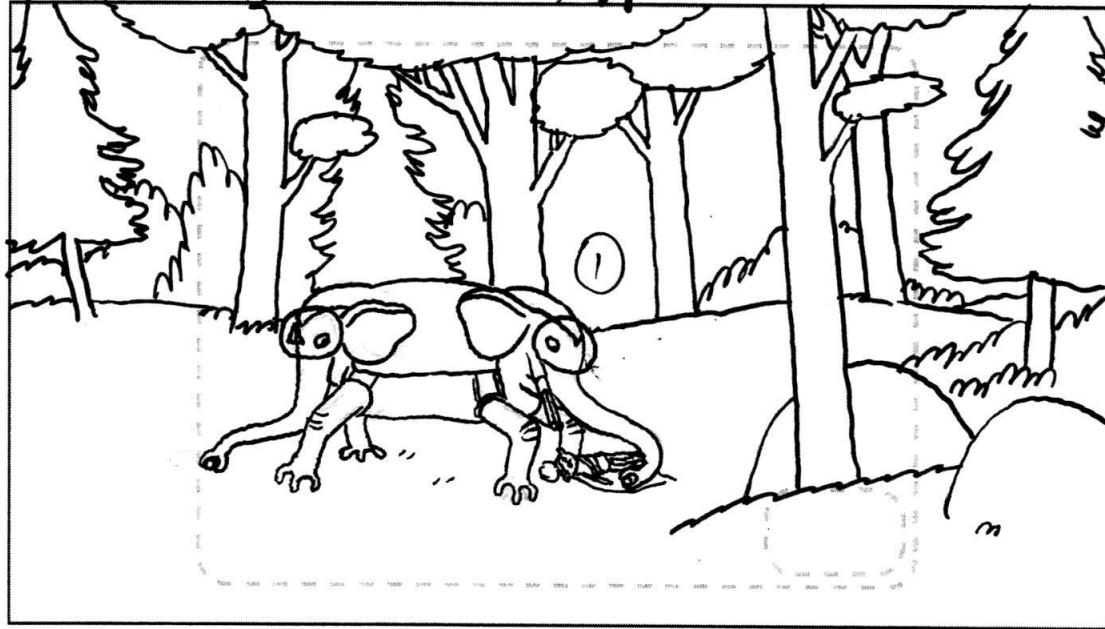
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Ho cut

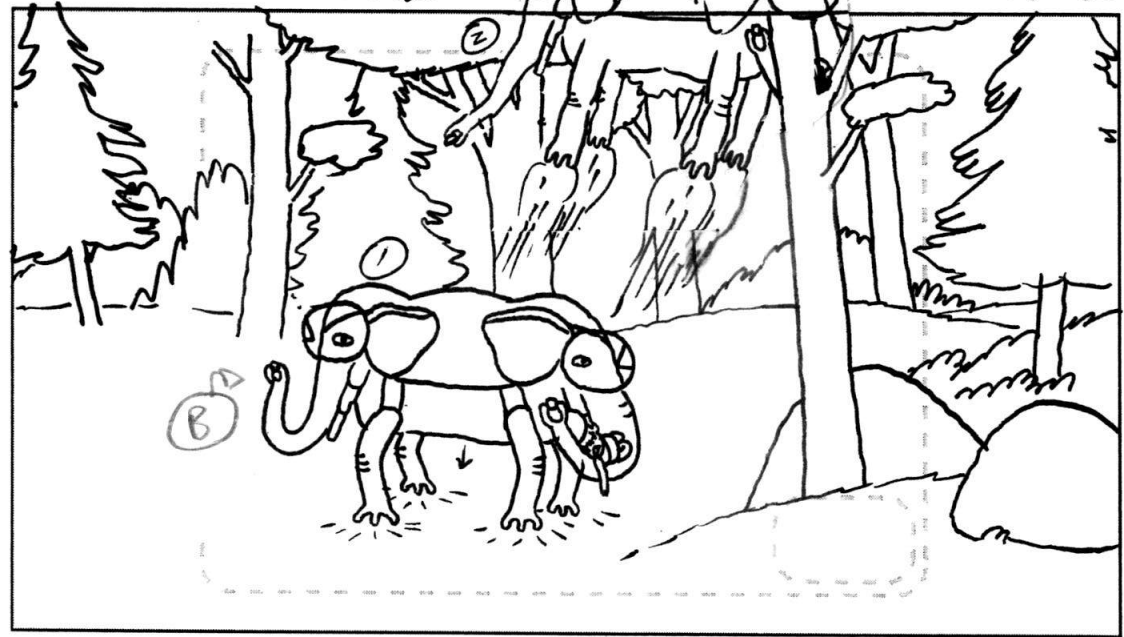
ADVENTURE TIME



Sc. 208 Pnl. A Bg. day night



Sc. 208 CONT B day night

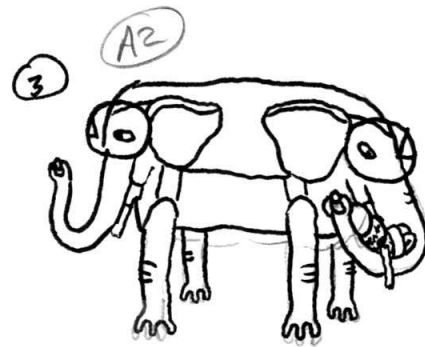
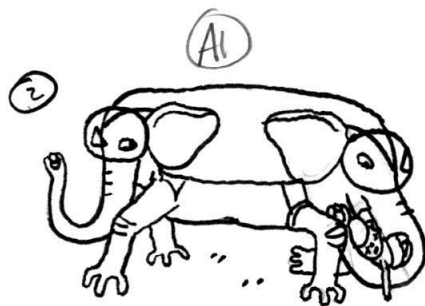


Dialog:

Action:

- APTWE PICKS UP MAJA

Timing:



- Womp through the forest canopy

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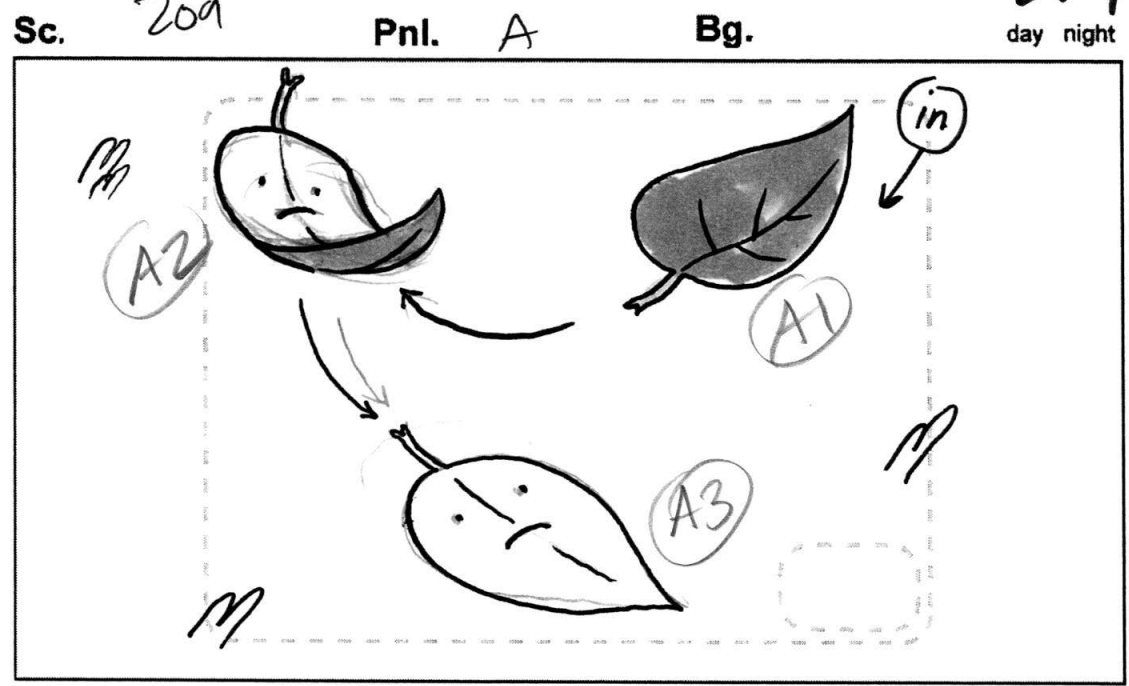
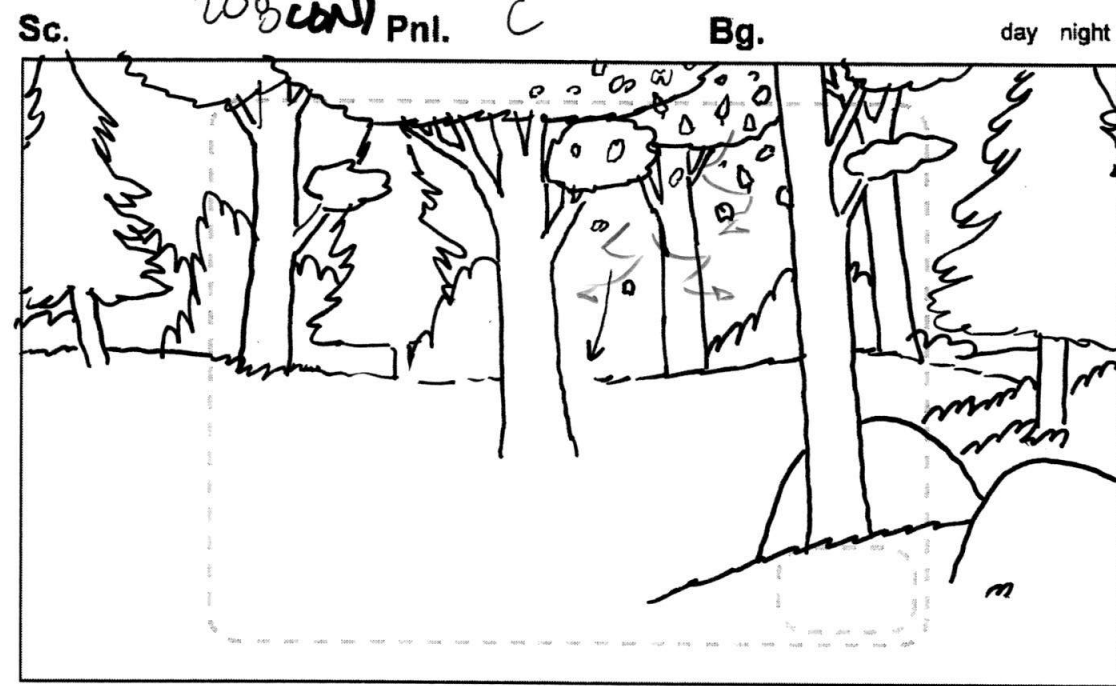
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ADVENTURE TIME



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Cut
209



Dialog:	= Womp =	
Action:	leaves fall from canopy	- LEAF FALLS TO THE GROUND
Timing:	JAN 31 2014	

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ADVENTURE TIME



Sc.

209

CONT

Pnl.

B

Bg.

day night

Sc.

209

CONT

Pnl.

C

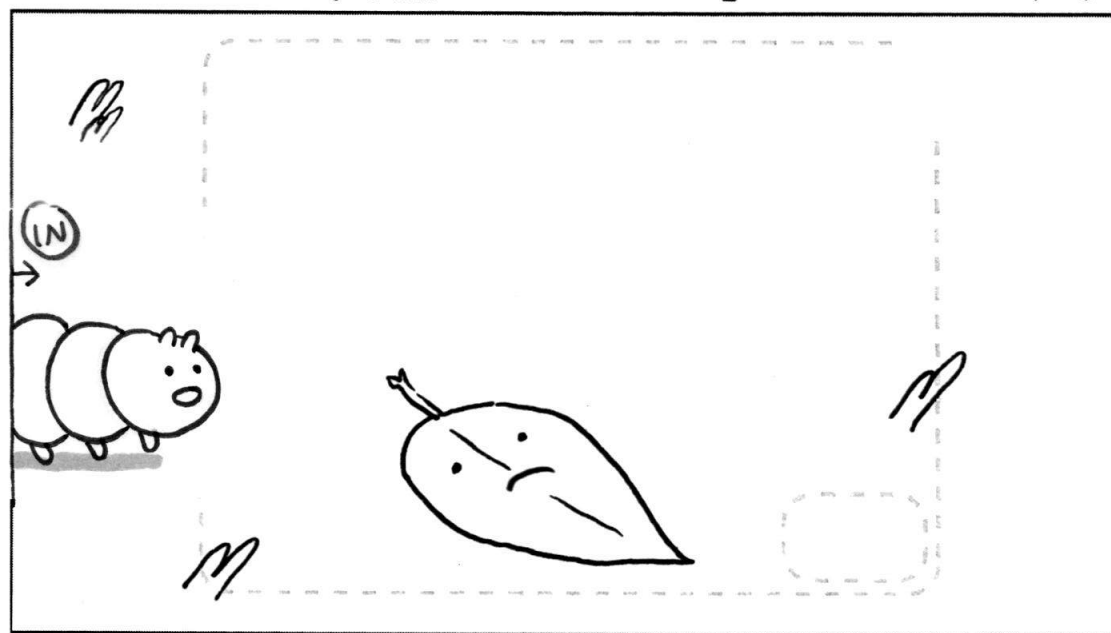
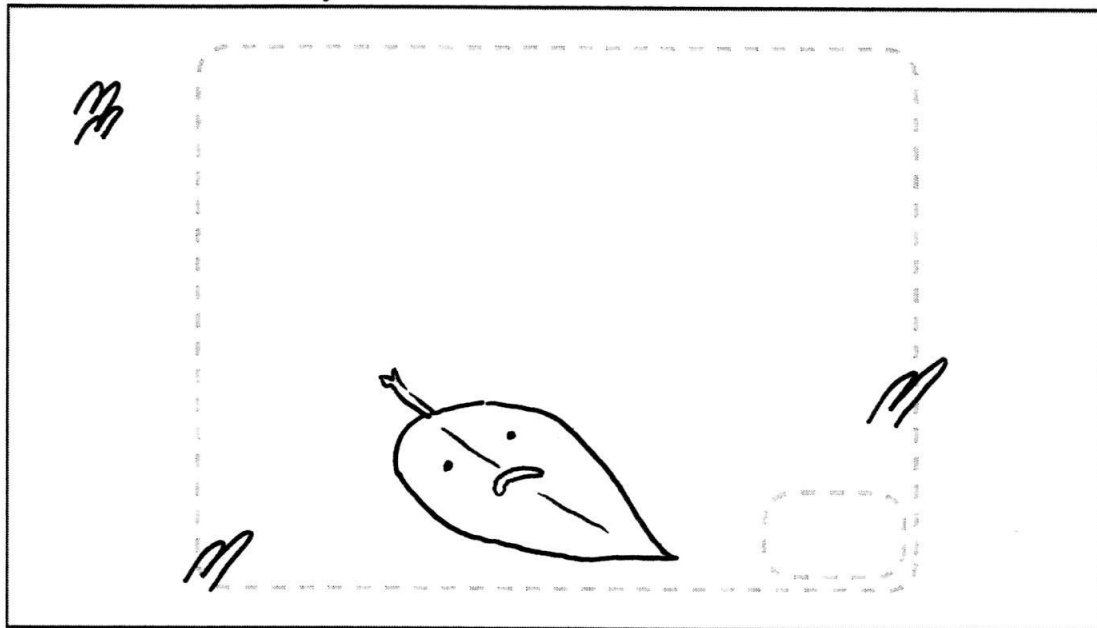
Bg.

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day night

228A NEXT



Dialog: Leaf / Well. This wasn't part of my plan.

Caterpillar / hey man,

Action:

Timing:



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ADVENTURE TIME



Sc. 209 *CONT*

Pnl. D

Bg.

day night

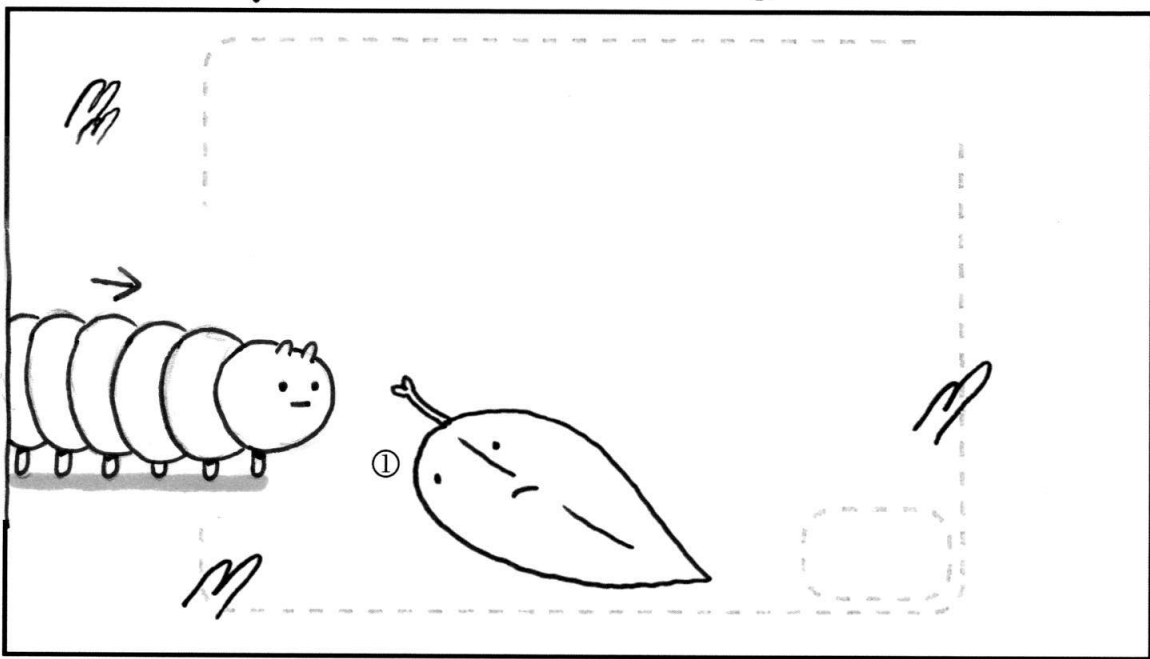
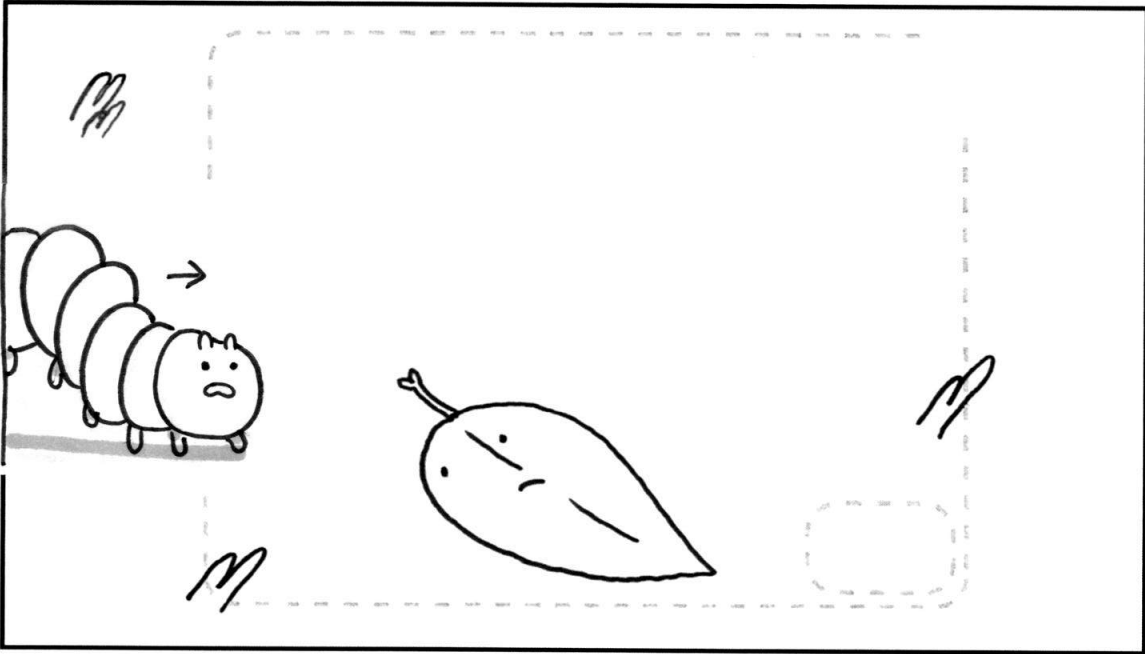
Sc. 209 *CONT*


Pnl. E

Bg.

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229 NEXT
day night



Dialog:	<u>CATERPILLAR</u> / I'm gonna eat you.	
Action:		
Timing:		JAN 31 2014

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Sc. 210

Pnl. A

Bg.

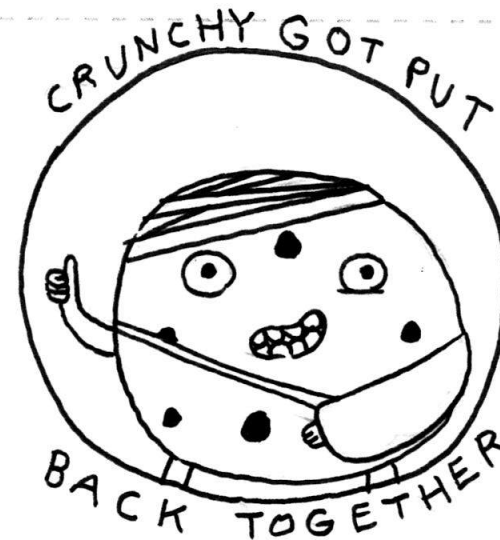
day night

Sc. 211

Pnl. A

Bg.

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day night



Dialog:

Action:

Timing:

END
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